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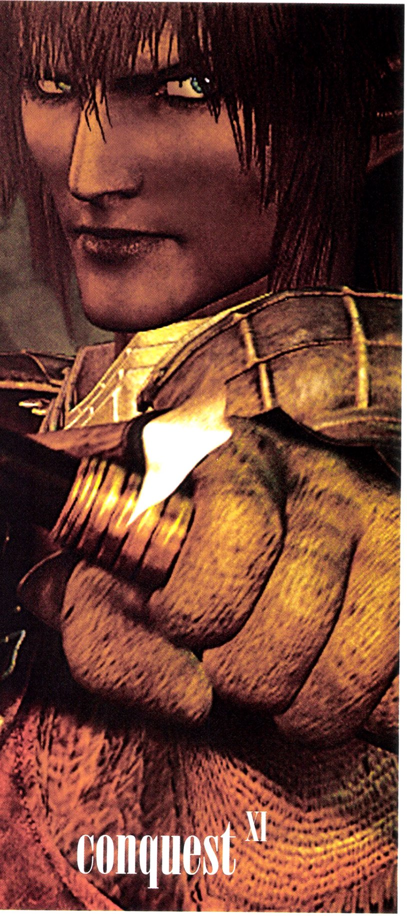

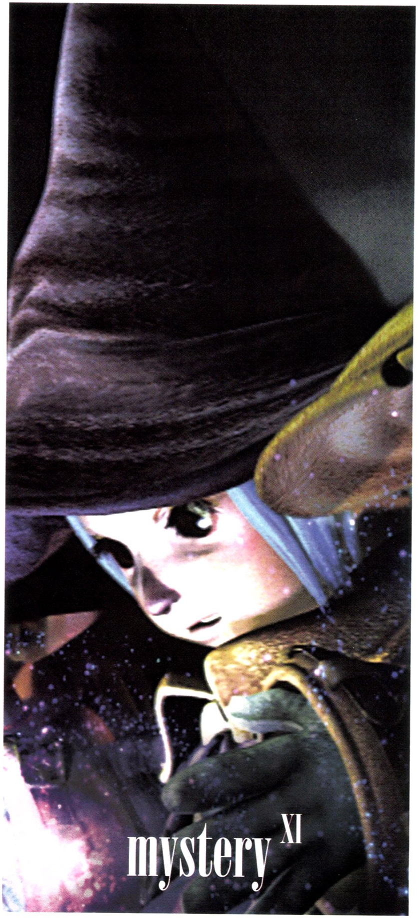

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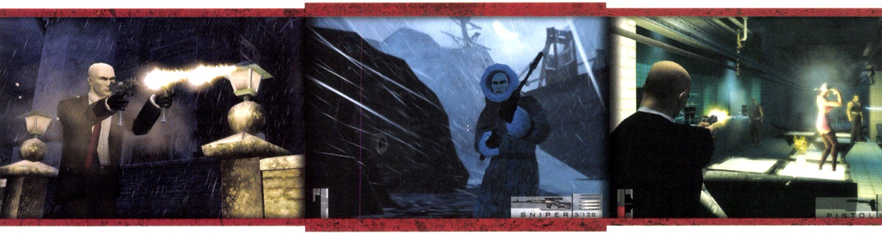

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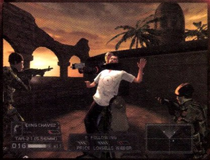

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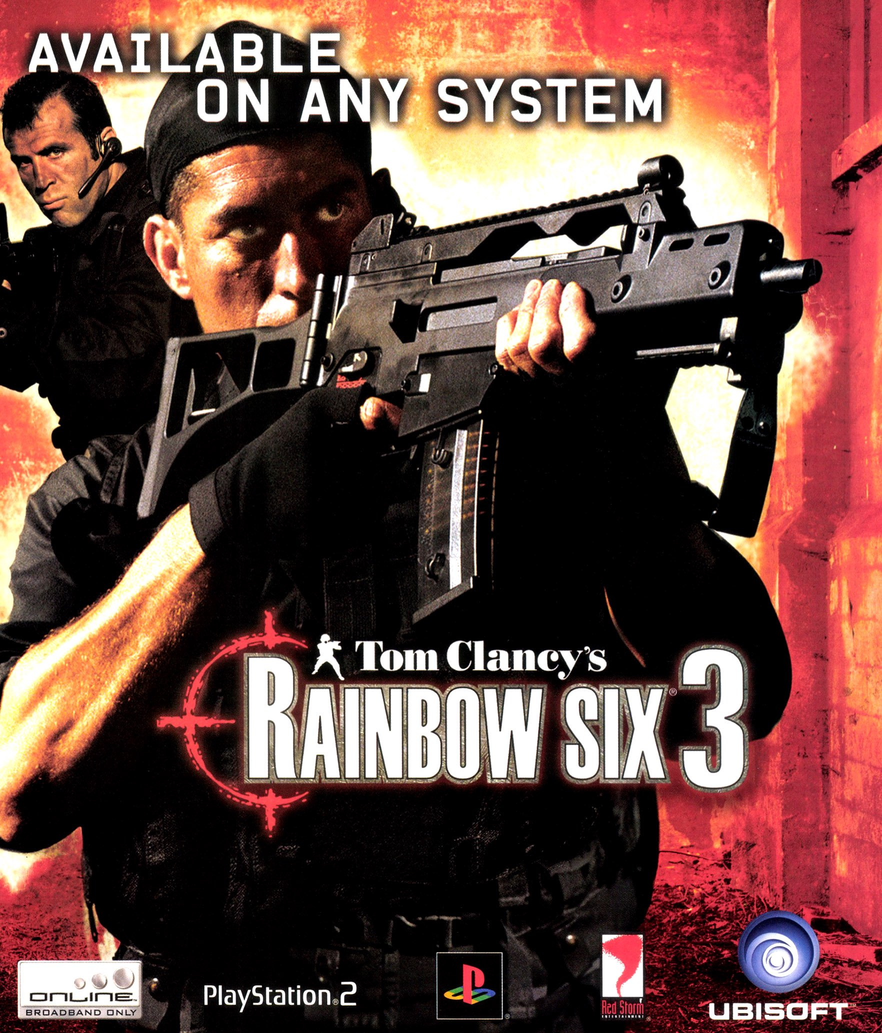
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CONTENTS

OFFICIAL U.S. PlayStation MAGAZINE

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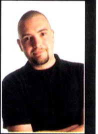
NEW STUFF TO GET EXCITED ABOUT

It's not all sequels this year after all



John Davison
Editor-in-Chief

Gran Turismo 4, Grand Theft Auto: San Andreas, Metal Gear Solid 3, Final Fantasy XI, Jak III, Ratchet & Clank 3...the list of unbelievably huge games for this year goes on and on. Games you love will return with a two or a three or a four (or a 12) in the title, and even games you weren't that crazy about are getting the sequel treatment, too. Do we need a sequel to *BloodRayne*? Apparently so. And a movie too, thanks to franchise-ruiner Uwe Boll. You'd be forgiven for being a cynic and thinking that everything this year is a sequel, but that's not the case. Amongst all this big-budget, hit-factory stuff there are some amazing new franchises emerging, with *God of War* (page 80), Midway's *Psi-Ops* (which you can see video of on our DVD), and *Killzone* leading the charge. As you can tell from our cover, we're most excited about the latter, and you can read absolutely everything there is to know about it (so far) on page 82. Giddy message board dwellers have been asking us, "Is it like *Halo* for PS2?" No, it isn't. But it is an absolutley remarkable first-person shooter that's quite different from others on the PS2 so far, and it's one of the best-looking games we've seen.

ABOUT OUR CONTRIBUTORS

SAM KENNEDY

1UP EIC (and former *OPM* news editor) Sam Kennedy is bubbling over this month with PSP excitement—you can read all about it on page 48. For more Sam and loads of up-to-the-minute coverage, visit www.1UP.com

NICH MARAGOS

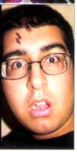
Nich shook his booty for us all month long. He also reviewed *EyeToy: Groove*. You may remember him from such websites as the PS2 section of our very own 1UP.com, where he champions the cause of truth every day. www.1UP.com

JOHN SCALZI

When he's not wondering when game designers will finally get a clue, he's busy writing our DVD and CD reviews and even entire books—the most recent one is *The Book of the Dumb*. Check out more of his work at www.scalzi.com

RAVI HIRANAND

When he's not attending singing polar bear concerts or busy rolling random objects into a gigantic ball, Ravi's dishing out all the info on some of the incredibly weird games found in the land of the rising sun.



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WWW.ESRB.ORG

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Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

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EVERYONE RATING
The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

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MATURE RATING
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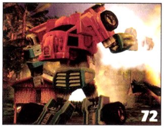
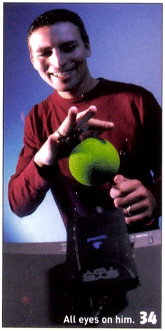



All eyes on him. 34

REGULAR BITS

16 INPUT
You don't bring us flowers. You don't sing us love songs. At the very least send us e-mail at opm@ziffdavis.com.

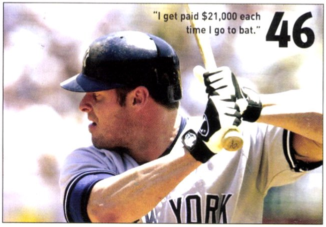
24 SPIN
We unveil the plans the big guns have for your PlayStation 2.

104 REPLAY
Bash enemies, shoot enemies, sneak past enemies—all the advice you need for handling the bad guys in your life.

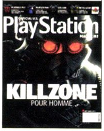
98 DEMO DISC
Try your counterterrorist skills in *Rainbow Six 3*, plus five other amazing demos.

122 P.S.
Step into the Wayback Machine and see what was happening in issue 20 of *OPM*.

Sam Fisher's cousins get a game of their own. **82**

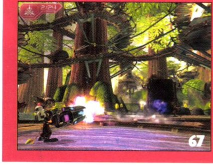

"I get paid $21,000 each time I go to bat." **46**

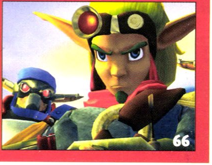
Check your ammo belts, kids—it's going to be a wild ride. The *OPM* staff gears up for war all the time.



PREVIEWS

78 BloodRayne 2
80 Blood Will Tell
80 Bujingai: The Forbidden City
75 Burnout 3
79 Catwoman
75 DRIV3R
71 Front Mission 4
80 God of War
76 Hitman: Contracts
74 Hot Shots Golf Fore!
66 Jak III
70 Mega Man Anniversary Collection
70 Mega Man X: Command Mission
76 Mercenaries
68 Metal Gear Solid 3: Snake Eater
74 MLB SlugFest: Loaded
78 Mortal Kombat: Deception
74 MTV Music Generator 3
79 The Nightmare Before Christmas
67 Ratchet & Clank 3
77 Red Dead Revolver
77 Resident Evil: Outbreak
72 Samurai Warriors
77 Second Sight
81 ShellShock: Nam '67
79 Shrek 2
70 Star Ocean: Till the End of Time
72 Transformers
72 Way of the Samurai 2





SPIN

24 A Who's Who of PS2
Your gaming future rests in their very capable hands.

30 Day Planner
OPM's handy monthly calendar.

32 Music to Our Ears
Los Angeles prepares Disney Music Hall for a concert of (Final) Fantastic proportions.

34 The Eyes Have It
The creator of the EyeToy on how his device will change gaming as you know it.

36 The Name's Bond
Seven things you didn't know about the upcoming *GoldenEye 2*.

40 Primetime Playing
TV executives want you to come back—and they're banking on shows about games to lure you in.

46 Major League
Videogames made Jason Giambi a better baseball player. We chat with *ESPN Major League*'s cover boy.

48 PSP Plans and Predictions
Grand Theft Auto, Mortal Kombat, Madden—will you be able to play them on your PSP?

49 Clish MacLaver

50 Sound Station

52 DVD Reviews

54 Animania!

56 The List
Eight new objects of desire.

60 By the Numbers

REPLAY

106 Rainbow Six 3
When to sacrifice your teammates and other quintessential *Rainbow* strategies.

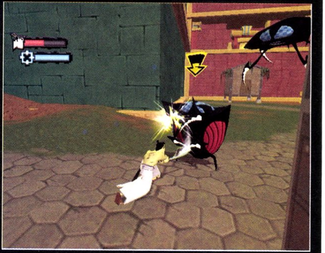
108 Final Fantasy XI
Your ultimate guide to Windurst.

112 Champions of Norrath: Realms of EverQuest
Bash harder and cast faster: 10 tips for becoming a champion.

114 The Way of the Gun
The best first-person shooters of all time.

116 James Bond 007: Everything of Nothing
Experience every Bond moment.

CAMEO APPEARANCE
In the *Samurai Jack* pilot, the mines that the dogs are excavating are actually the remains of Townesville, home to the Powerpuff Girls.



SAMURAI JACK: THE SHADOW OF AKU

Remarkably faithful to the show

Publisher: Sega
Developer: Amaze
MSRP: $39.99 **ESRB:** Everyone

If you're not a fan of the *Samurai Jack* cartoon, there are plenty of similar action-platformers that are actually considerably better than this. *Prince of Persia*, for example, is a game that pulls off the whole runny-jumpy-hitty thing with considerably more style. That said, though, there's definitely a certain charm to *Samurai Jack* that makes it quite an endearing game.

Visually, it manages to capture the essence of Tartakovsky's creation while taking the whole thing into 3D. Some of the more unusual creatures in Aku's world have suffered in the transition, but Jack himself looks great, both in and out of armor. Aku's minions all look superb, thanks to the black and red livery that makes them so distinctive in the show, and due to the simplicity of their design, the animation is fantastic throughout.

Amaze has done a great job of capturing some of the subtler aspects of the show that fans get all frothy about. For a start, the game isn't cel-shaded because the show itself doesn't follow the cartoon tradition of outlining characters in black. Then there's the music. Fans of the show will gladly extol the virtues of the dialogue-free episodes of *Jack*, which get by simply on action and cool music. The orchestration throughout *Shadow* is absolutely superb and really helps establish the link between the stylish show and the game.

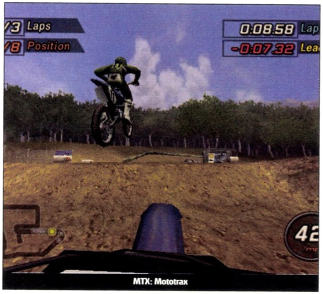
Gameplay is actually very simple. A series of hub-based areas have Jack helping out folks in distress while completing simple objectives and kicking ass. Early levels lack some of the feverish battles so often portrayed on television, but once you pass the 40-percent-complete mark, you soon find yourself banging out combos that wipe out three or four minions at once. Combat is mostly a single-button-jabbing affair, but there are combos you learn as you progress, and they provide enough variety to keep you plugging through the levels.

Although some of the characters you meet are new (25 of them, in fact), you'll also go up against enough recognizable foes to produce the requisite enthusiasm in true fans. Obviously, the main bad guy is Aku, but you also lock swords with Mad Jack, as well as my personal favorite, the Scotsman.

As with any licensed property, the initial wave of interest is going to come from fans, and I'm sure they'll feel adequately satiated by what Sega provides here. If you don't follow the show and you're tempted to try the game anyway, I can tell you this: It'll make a convert out of you. I have pointed TiVo in Jack's direction a few times in the past but have never really been bitten by the bug. Since playing the game, though, I've become a true convert. That last sentence no doubt has marketing drones at both Sega and Cartoon Network apoplectic with joy, since it's no doubt the desired objective of the project. What can I say? It works. When you have something that's this cool to start with, even a fairly average gameplay experience is enough to hold the torch.

John Davison

★★★★



MTX: Mototrax

MTX: MOTOTRAX

Publisher: Activision
Developer: Left Field
MSRP: $49.99 **ESRB:** Everyone

Playing *MTX* after a month of playing *MX Unleashed* is sort of like driving a Taurus after a month of driving a Viper. The Taurus still gets the job done—it gets you where you need to go—but you don't have quite as much fun getting there. And suddenly, the fact that the Viper was too hard to handle, that it didn't have room for more than two people or a few ounces of luggage—these things don't seem so bad anymore.

MTX isn't a bad game. It's got a solid amount of gameplay under the hood, some fairly sharp graphics, a fun and simple create-a-track mode, and some interesting challenges and settings in the *THUG*-style free-ride mode.

It also has an excruciatingly imprecise trick system, some really terrible handling, lots of seriously questionable physics, and some frustrating track design.

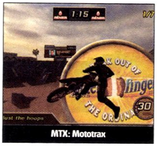
Let's take those in order of how frequently they made me want to twist my controller until it exploded in a cloud of sharp plastic. The trick system, frankly, sucks. Even after getting all the way to the X-Games (the final freestyle event), I was still unable to pull off most advanced tricks with any degree of consistency. I don't know if this is a timing issue, a controller issue, or just a skill issue—I wish I did know, but unfortunately, even in the earliest training stages, the game gives you no indication of what you're doing wrong when you fail a trick attempt. This makes things especially entertaining when you're told to do a specific series of tricks, in a specific order, off a specific series of jumps, in a time limit that leaves absolutely zero room for error.

The unreliable handling adds more fun by making navigating even the most simple jumps and turns all but a crapshoot. Sliding up and off a nearly vertical berm after what felt like a textbook approach is not my idea of a good time. Nor is bouncing—*bouncing*!—off the head of an opponent while trying to land a jump. And let's not even get into the way your opponents, even at the most advanced levels, don't seem to know how to handle a simple "whoops" section.

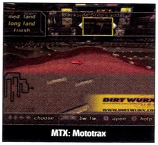
On top of that, we have a very unforgiving track design: Mess up just one jump (painfully easy to do), and you're pretty much screwed for the rest of the race. And have I mentioned the indescribably annoying camera shift that occurs anytime you go over a jump, making it all but impossible to properly judge them? Oh, I guess I just did.

Joe Rybicki

★★½



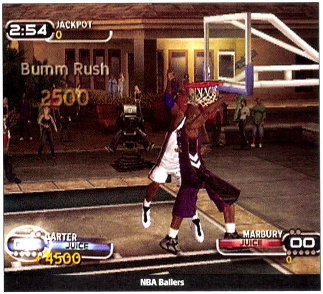
MTX: Mototrax



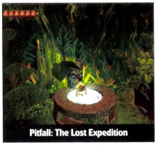
MTX: Mototrax

22 years ago, Pitfall Harry made his debut on the Atari 2600.

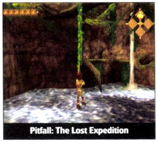
DID YOU KNOW?
Pixar's *A Bug's Life* is essentially a children's version of Kurosawa's *Seven Samurai.*



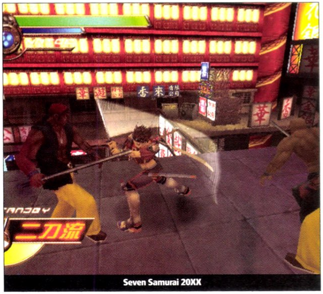
NBA Ballers



Pitfall: The Lost Expedition



Pitfall: The Lost Expedition



Seven Samurai 20XX

NBA BALLERS

Publisher: Midway
Developer: Midway
MSRP: $39.99 **ESRB:** Everyone

There's no question that the idea of a purely 1-on-1 basketball game sounds ridiculous. After the release of *Dr. J vs. Larry Bird*—which succeeded only in showing off Larry Bird's awesome moustache—and *Jordan vs. Bird*, everyone accepted the idea that 1-on-1 games just couldn't be all that entertaining. But this is Midway we're talking about—the company essentially perfected arcade-style basketball with *NBA Jam* and most of its succeeding iterations. So, it comes as no real surprise that *NBA Ballers* is good.

In fact, it's really good. Midway conjured up some surprisingly deep gameplay mechanics that take the idea of 1-on-1 basketball to another level, including special dribble moves, counters, and careful rationing of the Juice meter. It's not quite as in-depth as a fighting game (which is how it's been billed), but there's definitely a strategic element involved, one that you wouldn't normally expect from a game like this.

Sure, you can still play it as you would any other type of *NBA Jam*–style game, which is actually one of its better characteristics, but *Ballers* forces you to play differently in some of the tournament modes by incorporating various stipulations to win a game. In the rags-to-riches mode, in which you create your own baller and gain notoriety as well as bling, it gently pushes you to use a strategy by steadily increasing the difficulty level.

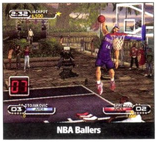
But true to its *NBA Jam* roots, difficulty in *Ballers* is largely a product of cheap A.I. A computer player (and sometimes even a human one) suddenly becomes the greatest basketball player known to the world when the final seconds are ticking down and he's down by a bucket or two. It's a little easier for him to steal the ball and make ridiculous shots. Needless to say, it's a bit frustrating when you lose because of some cheap A.I. gimmick as opposed to a genuine challenge, but with a little persistence, you can overcome this.

The fact that *Ballers* is easy on the eyes also makes it easier to tolerate some of its shortcomings. All of the player models are incredibly detailed, down to the tattoos and jewelry that some players sport down on the court.

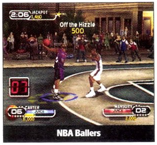
If you like arcade b-ball, you should pick up *NBA Ballers* without hesitation, especially if you even remotely like any games in the *NBA Jam* series.

Giancarlo Varanini

★★★★



NBA Ballers



NBA Ballers

PITFALL: THE LOST EXPEDITION

Publisher: Activision
Developer: Edge of Reality
MSRP: $39.99 **ESRB:** Everyone

Pitfall Harry's back, and he's still running amok in search of treasure. On the surface, the game is your basic uninspired platformer, differentiated only by its "classic" *Pitfall* moves of jumping on alligators and beating up the natives in order to steal their relics. And if that's where the game stopped, then I'd slap three stars on it, recommend it for huge fans of platformers, and be done with it.

However, littered throughout the game are ridiculously difficult jumping puzzles. By "difficult," I don't mean lengthy and complex. I mean there are individual jumps in the game that require you to go through a patient trial-and-error process before you can successfully complete them, jumps that can require literally dozens of attempts. Put a couple of these back-to-back, and you've got the potential for hours of attempts at making those leaps in combination with each other.

The jumping puzzles combined with the overt racism combined with the semiwonky controls combined with the unctuousness of the protagonist add up to a game that is decidedly unfun. Your $40 would be better spent on an Atari 2600 and the original *Pitfall.*

Dana Jongewaard

★★

TRY INSTEAD...

Alternatives to Pitfall

If you like platformers, give Sly Cooper and the Thievius Raccoonus a try. And if it's cheesy ladies' men you're after, then check out Tom Cruise in Cocktail.

SEVEN SAMURAI 20XX

Publisher: Sammy
Developer: Dimps
MSRP: $39.99 **ESRB:** Teen

"Hit Square repeatedly and press L1 + R1 occasionally."

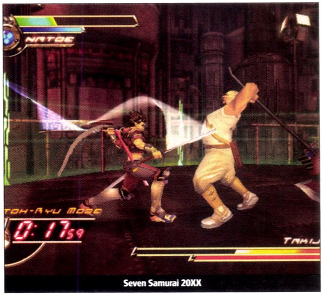
I've just described *Seven Samurai 20XX.* Most games, by their very nature, are filled with repetitive button presses, but they usually disguise repetition with gameplay. *Seven Samurai 20XX* is really just a case of mashing the Square button over and over and over. That's it. Every boss battle? Hit L1 + R1 to power up and kill the boss in less than a minute. You don't even need to watch the screen; I finished off three bosses in a row while watching Giancarlo play *Fight Night 2004.* Maybe the simplistic control scheme is an effort to make an accessible game, but the absolute lack of anything resembling complexity causes the experience to quickly degenerate into boredom. Sure, you have swishy-looking combos, special attacks, and even bullet time, but they're all triggered at random by, you guessed it, hitting Square. The original film's lean plot is now filled with plot holes and nonsensical jibber-jabber.

Seven Samurai 20XX isn't totally without merit. I guess the character design (by Moebius) is occasionally clever. The special effects during battle, when they don't slow the game down, look kinda neat. It doesn't make my brain bleed. The samurai girl wears a belly shirt.

There's something fundamentally wrong with a game that lets you finish a few stages without even looking at the screen. If you want to experience a remake, go to the video store and rent *The Magnificent Seven* instead.

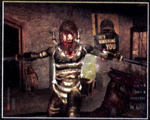
Thierry Nguyen

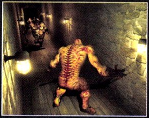
★★

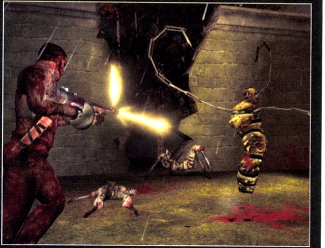


Seven Samurai 20XX

3.1% Portion of the U.S. population in prison, on probation, or on parole at the end of 2001, according to the U.S. Bureau of Justice.







THE SUFFERING

Too much action for its own good

Publisher: Midway
Developer: Surreal
MSRP: $4999 **ESRB:** Mature

One of the most interesting things about *The Suffering* is that it's *not* a survival-horror game.

But it should have been.

You play the role of Torque, a man convicted of murdering his family and sentenced to the hardest of hard time in a prison overrun by otherworldly incarnations of its bloody history. The object: Get out alive—and find out whether Torque really is responsible for the grisly murders he's been convicted of.

Generous use of half-remembered flashbacks, disturbing hallucinations, gallons of blood, and lots of *very* adult dialogue make for a suitably tense atmosphere. The game *could* have been genuinely terrifying—but it isn't.

This is partly due to the pacing. *The Suffering* is basically a third-person shooter with horror elements (you could even play the whole thing in first person if you so desired). This means the game is more about action than atmosphere; if *Fatal Frame* is the gaming equivalent of *The Shining*, *The Suffering* is *Friday the 13th*.

It doesn't help that you seem to be shooting the same handful of monsters no matter where you are—or that the vast majority of these look like offspring of *Soul Calibur*'s Voldo. The shoddy framerate, slippery controls, and blocky character models provide an even more low-rent feel.

Even so, *The Suffering* has a lot going for it. Foremost is the innovative idea of having your actions in the game dictate whether Torque is guilty or not. Treat other characters in the game well, and it will turn out that he was wrongfully accused; act like a monster and you'll become one.

I like this idea a lot, and I'd like to see more in the way of moral choices as games continue to mature. Unfortunately, it's a bit too heavy-handed here: Every time you encounter another character you hear an evil voice saying something along the lines of "Kill him, he's worthless." Meanwhile, in the opposite stereo channel you're hearing Torque's wife saying something like "He needs your help, protect him." The first time it seems like a neat device...after the fifth time I'm thinking, "OK, I get it, shut up already." Still: points for trying.

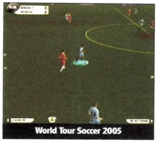
I was also favorably impressed with the amount of gameplay here. It took me a lot longer to get to the end than I expected. And while there were certainly some fairly monotonous stretches in there, for the most part it didn't just feel like more of the same.

In the end, I felt that the psychological elements and the morality-play overtones were largely wasted on what is at its most fundamental level a fairly run-of-the-mill shooter. The slower pace and more cinematic feel of a survival-horror game would have served *The Suffering* much better.

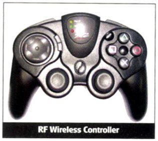
But that's me; you may be the type who appreciates gore more than goose bumps. If so, Torque and his S&M costars should sate your blood lust—and then some.

Joe Rybicki

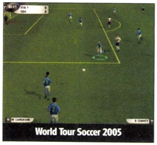
★★★



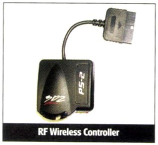
World Tour Soccer 2005



RF Wireless Controller



World Tour Soccer 2005



RF Wireless Controller

WORLD TOUR SOCCER 2005

Publisher: Sony CEA
Developer: 989 Sports
MSRP: $3999 **ESRB:** Everyone

To put it succinctly, *World Tour Soccer 2005* doesn't match the quality of a certain other soccer game named *Winning Eleven*. Yet on its own, it's actually a solid game with no serious problems—but it's also nothing spectacular.

After all, *World Tour Soccer*'s biggest selling point isn't any particular gameplay element, but rather its enormous list of teams, which includes just about every international and club team you can possibly want. Even if you don't see your favorite team, there's a robust custom-team editor included in the package. The career mode is also particularly worthy of note, since it gives the unique perspective of taking a bunch of no-name players and bringing their skills to an international level of play. Fair warning, though—playing with a team that inexperienced is about as fun as it sounds.

As for the gameplay, it gets all the basics right, especially the passing system, which offers a variety of give-and-go methods. Shooting and passing is determined mostly by the standard strength meter, though there's an icon passing system for corner and goal kicks if you want to be a little more precise. What doesn't work well is the defense. Teammates seem to have a general preference for getting back into position instead of attacking the ball when it's right in front of their faces.

It's an all-around solid effort, but *World Tour* still has a way to go before it can seriously compete.

Giancarlo Varanini

★★★

RF WIRELESS CONTROLLER

Manufacturer: 3D2
MSRP: $3999

I can't decide which hurts worse—my head or my hands.

I'll have to go with my head, because I've been banging it against a wall, trying to figure out why anyone would model a PS2 controller, which already has one of the finest designs in gaming, after the GameCube controller—which itself was originally a bastardization of the PS2 pad. Think about it too long, and you'll start to feel like you're inside a Möbius strip. It boggles the mind.

The problem is that the "arms" of the controller are both thinner and more vertical than on a PS2 pad. This gives you less to hold on to, as well as a sharper angle for reaching the shoulder buttons. It may seem like a minor change, but after hours of playing, you really feel the difference.

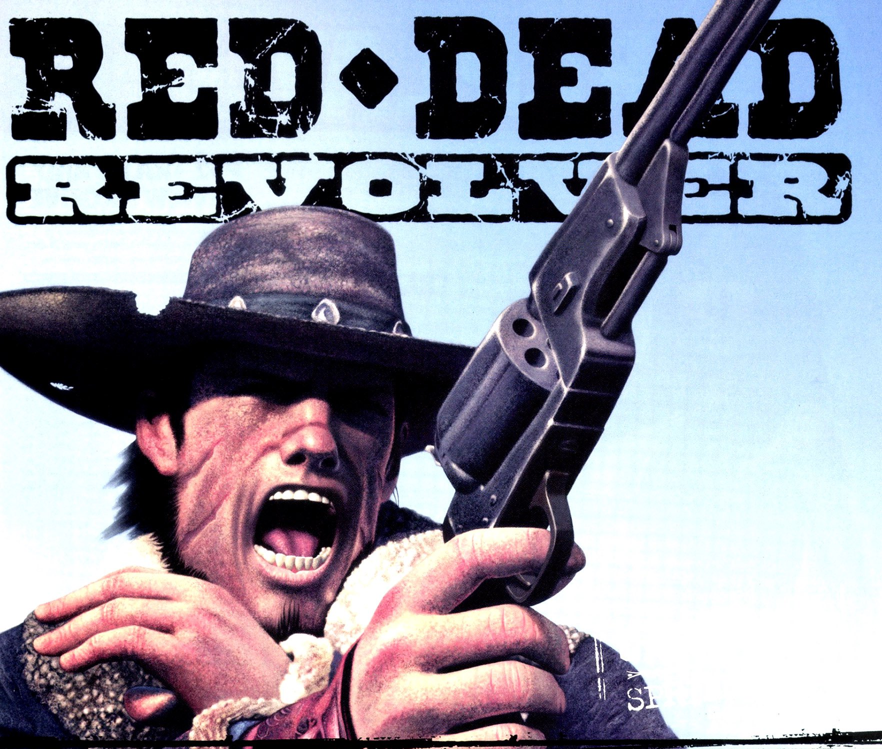
Also annoying is the stylish but infuriating yin-yang placement of the Select and Start buttons; you're far more likely to hit both than just one, which can be a serious issue in certain games. Furthermore, the amount of force needed to engage the L3 and R3 buttons is simply ridiculous, and the face buttons are a bit stiff.

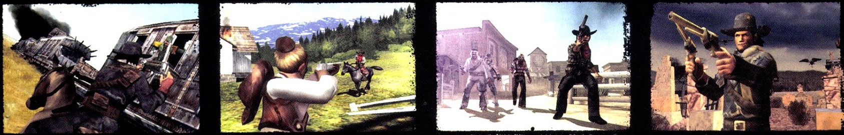
The wireless response is great, though, as are the contoured shoulder buttons and the smooth D-pad. And the fact that it requires only two AA batteries is nice, though it makes for a really weak rumble. Unfortunately, there are better, cheaper pads on the market, so there's not really much reason to pick this one up unless you find it in a bargain bin somewhere.

Joe Rybicki

★★

RED DEAD REVOLVER





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XBOX

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PlayStation®2

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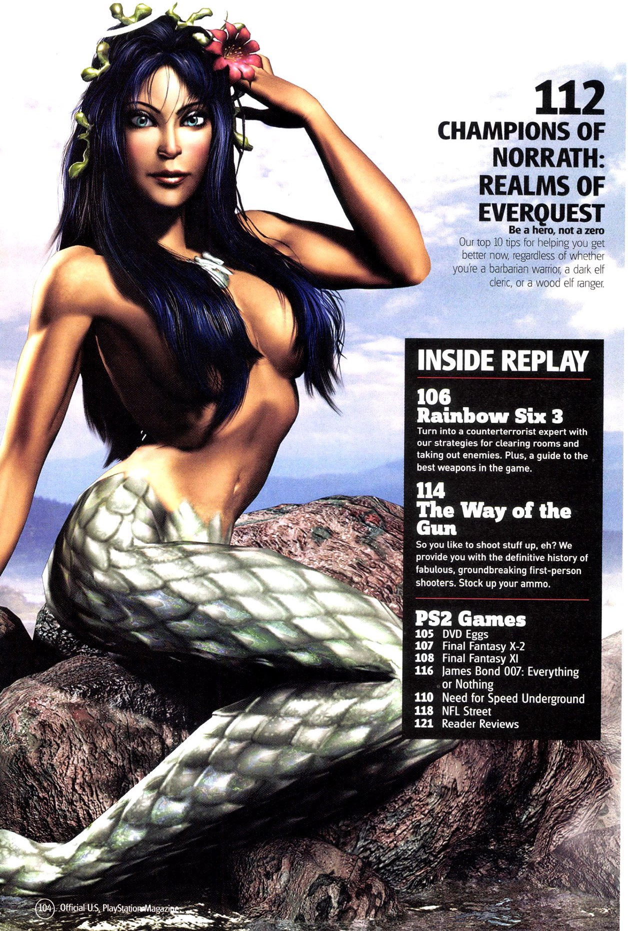
REPLAY

Better living through gaming.



112

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST

Be a hero, not a zero

Our top 10 tips for helping you get better now, regardless of whether you're a barbarian warrior, a dark elf cleric, or a wood elf ranger.

INSIDE REPLAY

106 Rainbow Six 3

Turn into a counterterrorist expert with our strategies for clearing rooms and taking out enemies. Plus, a guide to the best weapons in the game.

114 The Way of the Gun

So you like to shoot stuff up, eh? We provide you with the definitive history of fabulous, groundbreaking first-person shooters. Stock up your ammo.

PS2 Games

105 DVD Eggs
107 Final Fantasy X-2
108 Final Fantasy XI
116 James Bond 007: Everything or Nothing
110 Need for Speed Underground
118 NFL Street
121 Reader Reviews

PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top-selling games for each system. ⚡ indicates the game supports online play.

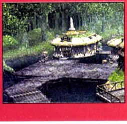
GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
.hack//MUTATION	Bandai	★★★★	69
.hack//OUTBREAK	Bandai	★★★★	73
.hack//QUARANTINE	Bandai	★★★★	76
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	Gathering	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
Airforce Delta Strike	Konami	★★★	78
Aliens Versus Predator: Extinction	EA Games	★★★½	72
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Alter Echo	THQ	★★	73
American Idol	Codemasters	★	77
⚡ Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Ape Escape 2	Ubisoft	★★★★½	70
Aqua Aqua	3DO	★★	42
Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★	70
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
⚡ ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
⚡ Auto Modellista	Capcom	★★½	69
Backyard Wrestling: Don't Try This at Home	Eidos	★★½	75
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
❽ **Baldur's Gate: Dark Alliance II**	**Interplay**	★★★½	**77**

TWO UNLOCKABLE CHARACTERS

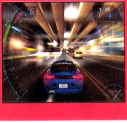
Drizzt Do'Urden, that overly powered-up hero from the *Forgotten Realms* novels, is once again playable. Why do we say he's overpowering? He's freakin' level 16, he uses a +3 frost scimitar (Icingdeath) and a +5 defending scimitar (Twinkle), and he wears +4 mithril chainmail (which doesn't disintegrate in sunlight, like most dark elf items). He also gets exclusive feats such as Repulsion and Otiluke's Icy Sphere. Just finish the game once, start a new game, and then choose him (he comes up after Allessia).

Artemis Entreri, that archrival to Drizzt, is also in the game. He's also level 16, and he uses overpowered weapons with names like "Charon's Claw." Oh, and don't forget his +4 grand leather armor of thunder. He gets all the feats of an assassin, along with the exclusive Ash Blade. You need to beat the game in extreme mode to be able to select him.

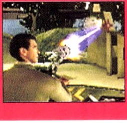
GAME	PUBLISHER	SCORE	ISSUE
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Rise of Sin Tzu	Ubisoft	★★	74
Batman: Vengeance	Ubisoft	★★★	51
Battle Engine Aquila	Atari	★★★½	65



108 **MAGICAL**
Final Fantasy XI
Your guide to Windurst



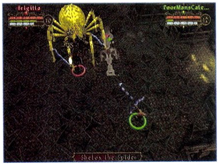
110 **FAST**
NFS Underground
Which car's the best?



116 **SMOOTH**
007: Everything or Nothing
Every Bond moment, part 1 of 2

GAME	PUBLISHER	SCORE	ISSUE
Battlestar Galactica	Vivendi Universal	★★★	76
Beyond Good & Evil	Ubisoft	★★★★	75
Big Mutha Truckers	Empire	★★★	71
Bionicle: The Game	EA Games	★★½	75
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
Bloody Roar 4	Konami	★	75
Blowout	Majesco	★★★	77
BMX XXX	Acclaim	★½	65
Bombastic	Capcom	★★½	72
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Buffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	★★★	73
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Butt-Ugly Martians: Zoom or Doom!	Crave	★★	73
Cabela's Big Game Hunter	Activision	★★½	67
Cabela's Dangerous Hunts	Activision	★★½	76
Cabela's Deer Hunt 2004 Season	Activision	★★½	74
Capcom vs. SNK 2	Capcom	★★★★½	51
Carmen Sandiego: The Secret of the Stolen Drums	Bam	★★½	77
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
Castlevania: Lament of Innocence	Konami	★★★★	74
The Cat in the Hat	Vivendi Universal	★★	76
❶ ⚡ **Champions of Norrath: Realms of EverQuest**	**Sony Online**	★★★★½	**78**
Chaos Legion	Capcom	★★★½	70
⚡ Chessmaster	Ubisoft	★★★½	70
Choplifter: Crisis Shield	Xicat	★★★	69
City Crisis	Take-Two	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	**Codemasters**	★★★★★	**68**
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict: Desert Storm II	Gotham Games	★★★	74
Conflict Zone	Ubisoft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	★★★½	**51**
Crash Nitro Kart	Vivendi Universal	★★★½	76
Crazy Taxi	**Acclaim**	★★★★	**46**
Crouching Tiger, Hidden Dragon	Ubisoft	★★	74
Culdcept	SNK	★★★½	75
Cy Girls	Konami	★★½	79
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	**Sony CEA**	★★★★½	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	**Acclaim**	★★★½	**50**
DDRMAX	Konami	★★★★	63
DDRMAX 2	Konami	★★★★	74
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
Def Jam: Vendetta	EA Sports Big	★★★★	67
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	**Capcom**	★★★★★	**50**
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
Disgaea: Hour of Darkness	Atlus	★★★★	72
Disney Golf	EA Games	★★★★	61
Disney's Extreme Skate Adventure	Activision	★★★★	73
Disney's PK: Out of the Shadows	Ubisoft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubisoft	★★★½	42
Downforce	Titus	★★	57
Downhill Domination	Sony CEA	★★★★	71
Dr. Muto	Midway	★★½	63
Dragon Ball Z: Budokai	Atari	★★★½	65
Dragon Ball Z: Budokai 2	Atari	★★½	76
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Drakengard	Square Enix USA	★★	78
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Tactics 2	Koei	★★★★	74
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
Dynasty Warriors 4	Koei	★★★★½	68
Dynasty Warriors 4: Xtreme Legends	Koei	★★★½	75
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
eJay Clubworld	Crave	★★	73
Endgame	Empire	★★	59
Enter the Matrix	Atari	★★★	71
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
⚡ ESPN College Hoops	Sega Sports	★★★½	76
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS Extra Time	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
⚡ **ESPN NBA Basketball**	**Sega Sports**	★★★★★	**75**
⚡ ESPN NHL Hockey	Sega Sports	★★★★½	73
⚡ ESPN NFL Football	Sega Sports	★★★★½	72
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
⚡ EverQuest Online Adventures	Sony Online	★★½	66
⚡ EverQuest Online Adventures: Frontiers	Sony Online	★★★½	77
Evil Dead: A Fistful of Boomstick	THQ	★★★	70
Evil Twin	Ubisoft	★★	52
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme-G III	Acclaim	★★★★	50
EyeToy	Sony	★★★★½	74
F1 2001	**EA Sports**	★★★★★	**52**

Stop reading this and go to page 112 for some *CON* tips and tricks.

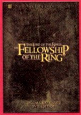


DVD PLAY

Easter eggs for a fellowship of DVDs

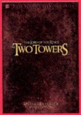
With lavish production values being put into not just the making of a movie but also the making of a movie's DVD, getting to a film's Easter eggs is a game in and of itself. Here's our guide to finding the neat little scenes and secrets on some of your favorite DVDs....

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING



Here's an oldie but goodie from everyone's favorite fantasy epic. Insert disc one and go to Scene Selections. There, select the option for scenes 25-27 and then highlight the menu entry Council of Elrond. Now press the down-arrow key (or the equivalent) on your remote to highlight an icon of the One Ring. Press Enter, and you'll see the special MTV version of the Council of Elrond.

THE LORD OF THE RINGS: THE TWO TOWERS



Insert disc one and go to Scene Selections. Go all the way to the last set of scenes and highlight the Of Herbs and Stewed Rabbit entry. Press the down-arrow key on your remote. You'll highlight the One Ring again; press Enter, and you'll get another MTV clip—this time of Gollum accepting his award for Best Virtual Performance.

PIRATES OF THE CARIBBEAN

Pirates of the Caribbean
2-Disc Collector's Edition

Here are two neat Easter eggs in the best theme-park-ride-based movie ever.

Both of these are on the DVD set's second disc. First, go to the Beyond Deck menu, select Scene Index, and then go to the second page of scene selections. Highlight the Pirate Ships entry and then press the left-arrow key on your remote. This will highlight the ring on the skeleton's hand and give you the chance to see the Japanese trailer for the movie. It's pretty wacky to see how a movie is marketed in Japan compared with over here.

Now, go back to the Main menu and select the Moonlight Serenade scene progression. Highlight the Main Menu entry and then press the down-arrow key on your remote twice. This will highlight one of the incisors on the skeleton. Press Enter, and you'll see an interview with Rolling Stones guitarist Keith Richards, who talks about how Johnny Depp based elements of the character Jack Sparrow on him.

FREDDY VS. JASON

Insert the second disc of the DVD set, and at the Main menu, select The Production. On the following page, highlight Development Hell Part 1 and then press the right-arrow key on your remote. This highlights some slashes on the screen and gives you access to Cabin Fever, a six-minute production clip about Kelly Rowland's fight scene with Jason in the cabin.

Another hidden feature can be found in the Deleted Scenes submenu, accessible from the disc's Main menu. Once there, highlight the arrow pointing right. Then press the up-arrow key on your remote control—a blood splatter will appear on the screen. Press Enter, and you will be treated to a clip of the filmmakers discussing an alternate ending for the movie.

Do the tango!

TASTE THE RAINBOW
Since Skittles are made with gelatin, you can consider them "meat"!

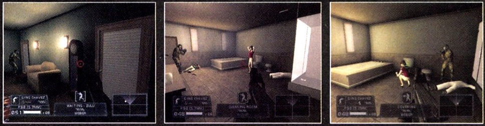
RAINBOW SIX 3

Your quick, dirty, all-in-one counterterrorism cheat sheet

GENERAL TACTICS

FOUR LIVES This may sound totally selfish and un-Team Rainbow-like, but it's true: Consider your squadmates expendable. For one thing, they never actually die—they merely become incapacitated. So feel free to sacrifice them whenever you want. In fact, most of the time, you should just hang back and let them do all the work. You're management, manage from the back!

OPEN AND CLEAR Your team carries a lot of flashbangs and breaching charges (nine by default). And in the longer missions, team members suddenly get reequipped when you transition between parts one and two. Basically, there ain't enough doors in each level for the team to run out of flashbangs and charges. So why merely open a door when you can flashbang or breach it? Breaching takes more time, but it disorients your foes more (because of the noise), puts up a smoke cloud, and doesn't hurt you if you're accidentally looking toward the door. Flashbangs, though, are good because they don't actually kill—in a more confined room with the possibility of a hostage, a flashbang is a safer bet (just remember to look down after it's tossed).



DON'T FORGET THE ZULU CODE If there's more than one entryway, always use the zulu code. Just remember to say "on zulu" when giving your order, and then "zulu" when pulling it off. Order your team to open, flash, and clear on zulu, then give the zulu order, wait for the flashbang to go off, open the door, and storm in.

GRENADES ARE YOUR FRIENDS Don't forget smoke and flashbang grenades. If you're not entirely sure of what's in a room, toss in a smoke grenade and turn on thermal vision. You can then see any tangos in the area, while they have to deal with all of that pesky smoke. Our preferred grenade launcher? The tear-gas (CS) one. You can toss in a tear-gas grenade, take out any tangos that are flailing their arms around, and leave all the hostages nice and safe.

OUR FAVORITE GUNS

BEST ALL-AROUND: AUG or G3A3
Both of these deliver good damage and have decent zooms and not too much recoil, so you can keep a steady bead on your target. When you don't know what you're dealing with (close-quarters combat, outdoor extraction), either of these are safe bets.

AUG

Range	39
Damage	57
Accuracy	59
Zoom	3.5x
Capacity	30-round

G3A3

Range	49
Damage	87
Accuracy	65
Zoom	3.5x
Capacity	20-round

BEST CQB: AK-47 or Galil Arm
Both of these are great close-quarters guns because what they lack in accuracy or range, they make up for with pure firepower. The GALIL has the extra benefit of a huge magazine capacity (100 rounds), so you spend less time reloading.

AK-47

Range	37
Damage	80
Accuracy	56
Zoom	1.5x
Capacity	30-round

Galil Arm

Range	39
Damage	60
Accuracy	71
Zoom	1.5x
Capacity	100-round

BEST PISTOL: SR2 or Desert Eagle
The SR2 is basically a tiny machine gun. It has a scope and belts out 9mms like a submachine gun, so as a last resort, aim for an enemy's head and you could do some damage. Or you can use the Desert Eagle; it's got a massive kick and kissing-close range, but if you connect with it, you're pretty much guaranteed a kill.

SR2

Range	12
Damage	20
Accuracy	26
Zoom	2x
Capacity	20-round

Desert Eagle

Range	20
Damage	70
Accuracy	36
Zoom	1.5x
Capacity	7-round

BEST SUPPRESSED: UMP
Fast, light, and deadly quiet. It's not completely silent, but if you want to clip someone without giving away your position to a tango in another room, you might want to consider using this.

UMP

Range	10
Damage	26
Accuracy	43
Zoom	2x
Capacity	25-round

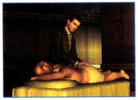
Tell us all about your favorite gun(s) and tricks in an e-mail to opm@ziffdavis.com.

NOT TO BE CONFUSED WITH...

Mafia!, a bad 1998 spoof starring Christina Applegate and directed by Jim Abraham of *Airplane* and *Hot Shots* fame.

GAME	PUBLISHER	SCORE	ISSUE
F1 2002	EA Sports	★★★★½	60
F1 Career Challenge	**EA Sports**	**★★★★★**	**71**
F1 Championship	Ubisoft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fallout: Brotherhood of Steel	Interplay	★★½	78
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Fatal Frame 2: Crimson Butterfly	Tecmo	★★★★	77
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	**★★★★★**	**63**
⚡ FIFA Soccer 2004	**EA Sports**	**★★★★★**	**75**
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	**Square EA**	**★★★★★**	**53**
Final Fantasy X-2	**Square Enix USA**	**★★★★★**	**75**
⚡ Final Fantasy XI	**Square Enix USA**	**★★★★★**	**78**
Finding Nemo	THQ	★★★½	71
Fireblade	Midway	★★½	59
Firefighter F.D.18	Konami	★★½	79
Fisherman's Challenge	Konami	★★	67
Ford Racing 2	Gotham Games	★★½	76
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freaky Flyers	Midway	★★★½	72
Freedom Fighters	**EA Games**	**★★★★★**	**73**
Freekstyle	EA Sports Big	★★★★	59
Freestyle Metal X	Midway	★★★	71
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Frogger's Adventure: The Rescue	Konami	★★½	76
Fugitive Hunter	Encore	★	76
Funkmaster Flex's Digital Hitz Factory	XS Games	★★★★	76
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Futurama	Vivendi Universal	★★½	72
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
⚡ Ghost Recon: Jungle Storm	Ubisoft	★★★½	78
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Gladiator: Sword of Vengeance	Acclaim	★★	75
Gladius	LucasArts	★★★★	74
Goblin Commander: Unleash the Horde	Jaleco	★★½	76
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	**★★★★★**	**46**
Grand Prix Challenge	Atari	★★★½	68
Grand Theft Auto: Vice City	**Rockstar**	**★★★★★**	**63**
Grand Theft Auto III	**Rockstar**	**★★★★★**	**52**
Grandia II	Ubisoft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
The Great Escape	Gotham Games	★★★½	72
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	**★★★★★**	**51**
Harry Potter: Quidditch World Cup	EA Games	★★★	75
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harry Potter and the Sorcerer's Stone	EA Games	★½	76
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haunted Mansion	TDK	★★★	77
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60

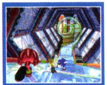
GAME	PUBLISHER	SCORE	ISSUE
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	**★★★★★**	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
The Hobbit	Vivendi Universal	★★★½	76
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
The Hulk	Vivendi Universal	★★★★	70
Hunter: The Reckoning–Wayward	Interplay	★★½	72
Hypersonic Xtreme	Majesco	★★½	67
I-Ninja	Namco	★★★½	75
Ico	**Sony CEA**	**★★★★★**	**50**
Indiana Jones and the Emperor's Tomb	LucasArts	★★★	71
Indy Car Series	Codemasters	★★★	71
Intellivision Lives!	Crave	★★★½	77
Island Extreme Stunts	EA Games	★★★½	65
The Italian Job	Eidos	★★	72
Jade Cocoon 2	Ubisoft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	**★★★★★**	**52**
Jak II	Sony CEA	★★★½	74
James Bond 007: Agent Under Fire	EA Games	★★★★	52
❷ ⚡ **James Bond 007: Everything or Nothing**	**EA Games**	★★★★½	**79**



We're on our way to telling you where every Bond moment in the game is. Cut us some slack! Go play outside or something instead of checking us out for more Bond codes.

GAME	PUBLISHER	SCORE	ISSUE
James Bond 007: NightFire	EA Games	★★★★½	64
James Cameron's Dark Angel	Sierra	★★	65
Jeopardy!	Atari	★★½	77
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubisoft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
K-1 World Grand Prix	Konami	★★	71
Karaoke Revolution	Konami	★★★★	75
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kill.Switch	Namco	★★★★½	75
Kinetica	Sony CEA	★★★★½	50
The King of Fighters 2000/2001	Bandai	★★½	76
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Kya: Dark Lineage	Atari	★★½	76
Le Mans 24 Hours	Infogrames	★★½	48
Legacy of Kain: Defiance	Eidos	★★½	76
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubisoft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
Lethal Skies II	Sammy	★★★½	74
Lifeline	Konami	★★½	79
Looney Tunes: Back in Action	EA Games	★	76
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
⚡ The Lord of the Rings: The Return of the King	**EA Games**	**★★★★★**	**75**
Lowrider	Jaleco	★½	77
Lupin the 3rd: Treasure of the Sorcerer King	Bandai	★★★½	78
Mace Griffin Bounty Hunter	Vivendi Universal	★★	71
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38

REPLAY FORUM



SONIC GOES METAL

Hey *OPM*, I heard that you can play as the metallic characters in some cool two-player *Sonic* action, but how do I do that? Please help me out! I want to zoom zoom with a shiny hedgehog!

Ethan Edwards
San Francisco, CA

This is pretty easy, actually. Just hold ⊗ and △ after selecting a level, and both of you turn all metallic and whatnot.

FINAL FFX-2-NESS!

I picked up *FFX-2* recently and am stuck near the end! How do I defeat Vegnagun?!?!?!?

Sonya Hawkins
Los Angeles, CA

Here's a quick stage-by-stage breakdown: TAIL: Just beat on it with your strongest jobs. LEG: Use the Dark Knight job to destroy the leg. See all of those spheres around him? Just ignore them. This fight is actually a lot harder if you try to destroy all the spheres, so just focus on the leg. BODY: Destroy both arms first (this prevents it from casting Protect or Shell). Smack it in the chest when the arms come off, and if his arms come back, destroy them again. HEAD: Concentrate your firepower on each tusk first. Once both tusks are gone, pound on the face. You might want to have two characters be gunners and just use Trigger Happy.

GAME	PUBLISHER	SCORE	ISSUE
Madden NFL 2002	EA Sports	★★★★½	48
⚡ Madden NFL 2003	**EA Sports**	**★★★★★**	**60**
⓮ **⚡ Madden NFL 2004**	**EA Sport s**	**★★★★★**	**72**

CHEAP WAY TO MAKE MONEY

Start a regular game (season or home playoff), save, and then quit. Reload your franchise file, and it will resume where you last saved, but the computer will recharge everyone, so all your ticket sales, concessions, and whatnot will be doubled. This only works when you're the home team, though.

GAME	PUBLISHER	SCORE	ISSUE
❺ **Mafia**	**Gathering**	★★★½	**79**

RELOAD TIME

Don't just hit the Reload Gun button at random. *Mafia* is one of the few games where reloading a gun means you discard the bullets already inside it. So if you reload a six-shooter after the first shot, you waste five bullets. Always wait until either you're out of bullets, or you have just one left in the chamber.

GAME	PUBLISHER	SCORE	ISSUE
Magic Pengel: The Quest for Color	Agetec	★★★★	69
Manhunt	Rockstar	★★★½	76
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Max Payne 2: The Fall of Max Payne	Rockstar	★★★½	77
Maximo: Ghosts to Glory	Capcom	★★★½	54
Maximo vs. Army of Zin	Capcom	★★★★	77
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	**★★★★★**	**58**
⚡ Medal of Honor: Rising Sun	EA Games	★★★½	76
Mega Man X7	Capcom	★★★½	74
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Arms: Glitch in the System	Vivendi Universal	★★★★	75
Metal Gear Solid 2	**Konami**	**★★★★★**	**51**
Metal Gear Solid 2: Substance	**Konami**	**★★★★★**	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	**★★★★**	**39**
⚡ Midnight Club II	**Rockstar**	**★★★★★**	**67**
Midway Arcade Treasures	Midway	★★★½	76
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mission: Impossible–Operation Surma	Atari	★★	77
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Encounters in Space	Bandai	★	75
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Mojo!	Crave	★★½	73
Monopoly Party	Infogrames	★★★	65
Monster 4x4: Masters of Metal	Ubisoft	★★½	77
Monster Rancher 3	Tecmo	★★★★	50
Monster Rancher 4	Tecmo	★★★½	75
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46

A NICE DAY FOR... A recent *FFXI* update introduced special items for use in weddings. Currently, though, only players in Japan can get married in the game.

FINAL FANTASY XI

Another month of Final Fantasy XI strategy, another starting town, another selection of maps, and another collection of profitable, entry-level quests. This month we feature Windurst, home to mithra and tarutaru. Happy adventuring!

QUESTS: WINDURST WALLS

① **MANDRAGORA-MAD** Yoran-Oran is interested in mandragoras, and he'll pay handsomely for mandragora-related items. A four-leaf mandragora bud will net 120 gil, a cornette is worth 200 gil, and a Yuhtunga sulfur will get you 250 gil. Furthermore, if you head down to Kazham and kill some mandragoras around there, you may find yourself with a *three*-leaf mandragora bud, which Yoran-Oran will pay 1,200 gil for. And while we're at it, if you happen to be in Boyahda Tree and find yourself with a snobby letter as a result of killing a mourioche, Yoran-Oran will give you a whopping 5,500 gil for it! (You'll need to be around level 60 to take on a mourioche, though.)

② **CURSES, FOILED AGAIN** Shantotto wants one bomb ash (dropped by balloons) and two bone chips (dropped by skeletons). He'll give you a brass rod in return.

③ **THE POSTMAN ALWAYS KO'S TWICE** Here's an interesting one: Ambrosius wants some lost mail; how much he pays for it depends on how many pieces you turn in *at the same time*. You can find the muddy bar tab and the torn epistle in East and West Sarutabaruta, respectively; they're dropped by rarabs. You can find the odd postcard and the damp envelope by killing canyon rarabs in Tahrongi. Trade in all four of these items (you can carry only one type of each item at a time), and you'll get 500 gil. Three at a time gets you 250 gil, two gets you 150 gil, and one gets you a measly 50 gil.

④ **FLOWER CHILD** Give a lilac to Ojha Rhawash and you'll earn the ability to exit from your mog house into any part of the city—not just the place you came in from.

QUESTS: WINDURST WATERS

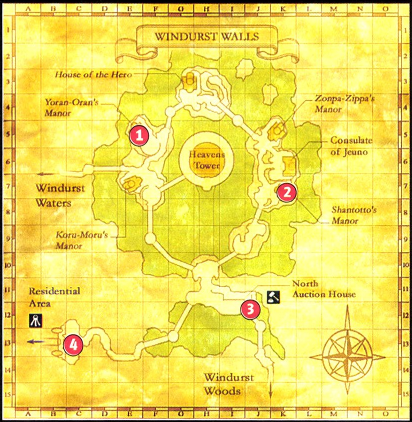
① **TEACHER'S PET** Bring Moreno-Toeno a two-leaf mandragora bud and a bird's feather, and you'll get 250 gil in return.

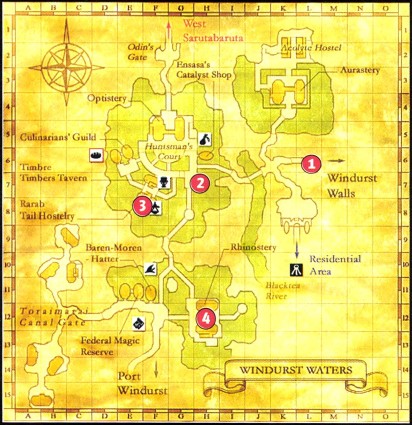
② **HAT IN HAND** This is a good quest to do early on: Baren-Moren wants you to talk to everyone in Windurst Waters. Everyone. Do so without leaving the area ("zoning") and you can earn up to 300 gil—plus a windshear hat.

③ **GLYPH HANGER** Hariga-Origa wants you to meet up with Ipupu in West Sarutabaruta (he's around J-8 on your map). Once you do, Hariga-Origa will give you a map of Harutoto Ruins.

④ **FOOD FOR THOUGHT** Kerutoto wants you to feed him and his friends. He'll give you 440 gil for a grilled hare. If you give Kenapa-Keppa a boiled egg, you'll get 120 gil. And if you give Ohbiru-Dohbiry some Windurst tea, some pamtam kelp, and a tortilla, you'll get 440 gil.

Try saying any of these area names 10 times fast, we dare you.

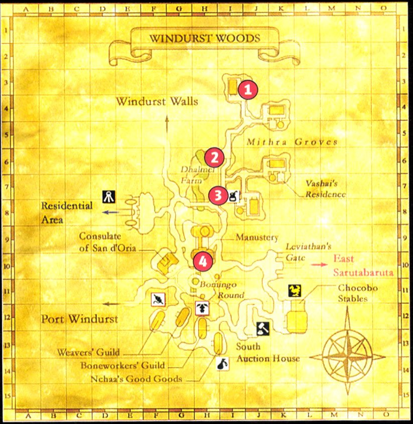

WINDURST WALLS
House of the Hero
Yoran-Oran's Manor
Zonpa-Zippa's Manor
Consulate of Jeuno
Heavens Tower
Windurst Waters
Shantotto's Manor
Koru-Moru's Manor
North Auction House
Residential Area
Windurst Woods
1
2
3
4
A B C D E F G H I J K L M N O
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

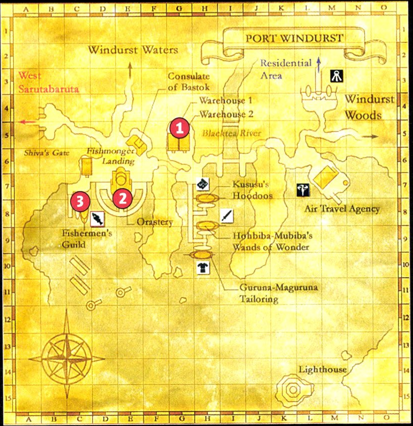

West Sarutabaruta
Odin's Gate
Acolyte Hostel
Ensasa's Catalyst Shop
Aurastery
Optistery
Culinarians' Guild
Huntsman's Court
Timbre Timbers Tavern
Windurst Walls
Rarab Tail Hostelry
Baren-Moren Hatter
Rhinostery
Residential Area
Blacktea River
Toraimarai Canal Gate
Federal Magic Reserve
Port Windurst
WINDURST WATERS
1
2
3
4
A B C D E F G H I J K L M N O
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

NOT TO BE CONFUSED WITH... Fred Durst, singer for passé shout-rock band Limp Bizkit. Like you would anyway.

$1 How much it will cost you per month to have your PlayOnline e-mail forwarded to an external address, under Square Enix's new PlayOnline Plus program.

WINDURST REVEALED


WINDURST WOODS
Windurst Walls
Mithra Groves
Dhalmel Farm
Vashai's Residence
Residential Area
Consulate of San d'Oria
Manustery
Leviathan's Gate
East Sarutabaruta
Bonungo Round
Chocobo Stables
Port Windurst
South Auction House
Weavers' Guild
Boneworkers' Guild
Nchaa's Good Goods
1
2
3
4


PORT WINDURST
Windurst Waters
Residential Area
West Sarutabaruta
Consulate of Bastok
Warehouse 1
Warehouse 2
Windurst Woods
Blacktea River
Shiva's Gate
Fishmonger Landing
Kususu's Hoodoos
Air Travel Agency
Orastery
Fishermen's Guild
Hohbiba-Mubiba's Wands of Wonder
Guruna-Maguruna Tailoring
Lighthouse
1
2
3

QUESTS: WINDURST WOODS

❶ **MIHGO'S AMIGO** Bring four yagudo bead necklaces to Nanaa Mihgo and she'll give you 200 gil. Yagudo bead necklaces are dropped by, well, yagudos. Big surprise.

❷ **CREEPY CRAWLIES** Illu Bohjaa wants you to take care of her crawler problem, and she wants proof. She'll pay 600 gil for either three silk threads or three crawler calculuses. These items are dropped by crawlers in Sarutabaruta, both East and West. Note, though, that silk threads can be sold at the auction house for well over 200 gil apiece, so you're better off selling those and trading only the calculuses.

❸ **PAYING LIP SERVICE** Tapoh Lizeh will pay 150 gil for three beehive chips and 200 gil for two remi shells. In both halves of Sarutabaruta, beehive chips are dropped by wasps, and remi shells are dropped by crabs.

❹ **THE ALL-NEW C-2000** Kopuro is the contact for this quest; he wants to build a new cardian, but he needs your help. Bring him a rabbit hide, a two-leaf mandragora bud, and an insect wing, and he'll give you 200 gil. This also opens a new range of quests centering on the cardians.

QUESTS: PORT WINDURST

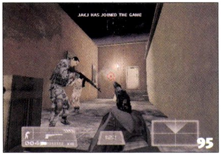
❶ **TRUTH, JUSTICE, AND THE ONION WAY** This is an easy one. Bring one rarab's tail to Kohlo-Lakolo and you'll get a very valuable justice badge in return. Rarab tails are dropped by bees—not rarabs. Go figure. You can also buy one for the low, low price of 25 gil from Baehu-Faehu in Windurst Waters (around G-5).

❷ **TO CATCH A FALLING STAR** Sigismund needs something a little more complex. Go kill some pugils (they're fish, so they stay in the water) and get yourself a handful of pugil scales. Take them to the tree on Starfall Hill in West Sarutabaruta (around I-6). Trade them to the tree between the hours of 0:00 and 3:00, Vana'diel time. You'll get the Starfall Tear. Take this back to Sigismund, and he'll give you a fish-scale shield in return. Note that you won't be able to trade the scales to the tree unless you've already talked to Sigismund.

❸ **SOMETHING FISHY** Cheap, easy, and, best of all, repeatable: Tokaka will pay between 70 and 80 gil for every bastore sardine you bring him. These can be caught right off the pier where Tokaka is standing. Hey, we said it was cheap and easy.

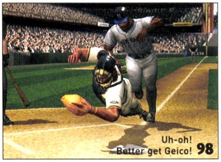
THE FRUITS OF THE LAND

If you're looking to make some extra cash, pick up a sickle and head out to West Sarutabaruta to harvest grass or cotton. Or, you can get yourself a pickax and visit Tahrongi Canyon, where you can excavate bone-crafting-related items. Just look for the harvest points or excavation points; they'll alternate between several different locations on a fairly regular schedule. Don't expect to get something every time, though; sometimes, your tool will even break. But occasionally, you'll harvest something particularly valuable, and it'll make it well worth your while when you sell it off at the auction house.



REVIEWS

98	All-Star Baseball 2005	★★½
96	Crimson Sea 2	★★★½
96	Destruction Derby Arenas	★★½
98	ESPN Major League Baseball	★★★½
97	EyeToy: Groove	★★★★½
97	Fight Night 2004	★★★★
97	Judge Dredd: Dredd vs. Death	★★
98	MLB 2005	★★★½
100	MTX: Mototrax	★★½
98	MVP Baseball 2004	★★★★½
101	NBA Ballers	★★★★
101	Pitfall: The Lost Expedition	★★
100	Samurai Jack	★★★★
101	Seven Samurai 20XX	★★
102	The Suffering	★★★
95	Tom Clancy's Rainbow Six 3	★★★★
102	World Tour Soccer 2005	★★★
102	RF Wireless Controller	★★



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AITOH-AYU MODE
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100

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYGROUND

Terminator 3: Redemption
Fight Night 2004
Tom Clancy's Rainbow Six 3
Cy Girls
Syphon Filter: The Omega Strain
EyeToy Tech Demos

VIDEO

Psi-Ops: Mindgate Conspiracy
Hitman: Contracts
Alias
All-Star Baseball 2005

REPLAY

Tom Clancy's Splinter Cell
The Simpsons: Hit & Run
Teenage Mutant Ninja Turtles
kill.switch

EXTRAS

Gamer Profile: Robin Wilson, lead singer of Gin Blossoms

INSIDE THE GAME

EyeToy Groove

PLAYSTATION UNDERGROUND TEAM

Demo Disc Producers	**Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan**
Marketing Team	**Kim Yuen, Steve Williams, Jesse Caid**
Executive Producers	**Andrew House, Marilyn Weyant**
Format Q&A	**Sam Bradley, DeMarlo King**
Account Coordinator	**Eric Ippolito**

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.

Lead Programmers	**William Bohan, Ron Midthun, Avery Lodato**
3D Artists	**Jason Robinson, Philip Williamson, David Hayes**
Producer	**Jessi Harrison**
President	**Katherine Williams**
Technical Director	**Tim Edwards**

SPECIAL THANKS

Maimoona Block, Kirsten Costello, Tom Gillan, Michelle Manahan, Gerald Martin, Jim Williams

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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GOD IN THE MACHINE!
COMES WITH COLLECTIBLE DECALS INSIDE!
GRAVION
DIVINE STEEL
超重神 グラヴィオン
GRAVION

On the eve of an invasion by a soulless army of robots called the Zeravire, the enigmatic billionaire Klein Sandman gathers the world's leaders at his castle to unveil the ultimate weapon that is Earth's last hope, a gravity-powered god of circuits and steel known as Gravion!

The latest masterpiece from GONZO (*Full Metal Panic!*) and Imagica (*Azumanga Daioh*) launches 05.25.04.

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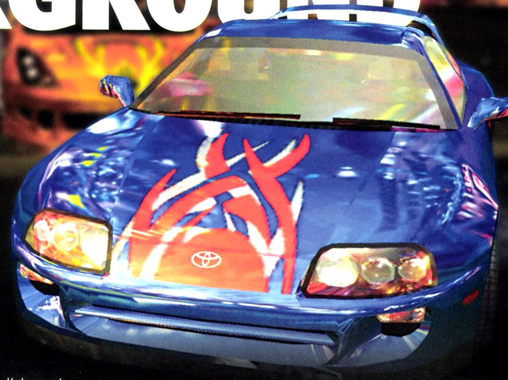
NEED FOR SPEED UNDERGROUND

The hottest racer of 2003



Chuck Osieja was the executive producer on *Need for Speed Underground* and is intimately involved with the *NFS* franchise at EA Canada. This makes him "Mr. Hot Racing Game Guy" in our book, so we shot him some questions about *Underground*, racing games in general, and squeezing your butt into cool cars.

OPM: Now that *Need for Speed Underground* is such a success, is there anything you wish you'd done?
Chuck Osieja: Of course. There are always things we wish we would have done, things that we wish we would have added, but the bottom line is that at some point, you have to say, "This is enough for this version of the game," and commit to building what you have to the highest possible quality. We got pretty far along with some additional game modes, but ultimately, we didn't want to sacrifice other areas to try and cram half-finished features into the game.

> **"People love their cars. I love my car, and I want it to be a reflection of who I am."**

A friend of mine once told me, "You never finish a game, you abandon it." We could keep adding features and tweaking gameplay forever, but at some point, you have to settle on your core feature set and build that out to be the best game experience you can make it.

OPM: *NFSU* is probably the most successful *NFS* game yet. What do you think accounts for its enormous popularity?
CO: I think there are a few things that contribute to the success of *Underground*. The first is the graphics. *Underground* is really the first driving game to create a nighttime environment that rivals the quality of what you see in daytime driving games. It's a fresh perspective for racing games. If the world you're racing in doesn't look great, it detracts from the overall experience.

Secondly, I think the sensation of speed is critical to the game. *Underground* is the first driving game that makes you feel like you're driving over 100 mph. It can be scary for the player, and that is important, because if you've ever driven that fast in an enclosed environment, [you know] it's a pretty intense feeling.

Lastly, I believe the level of customization available on each car is a huge part of the success of *Underground*. I can't remember a game in which you have so many meaningful choices available to personalize your car. People love their cars. I love my car, and I want it to be a reflection of who I am.

OPM: Does *NFSU* work with the new Logitech wheel? If so, did you have access to the wheel during development to optimize the game for it?
CO: I think it works with it. The Logitech site says it does. There was (is?) an exclusive deal in place for the new wheel between Sony and Logitech while we were developing *Underground*, so we didn't get access to the hardware. The wheel was supposed to ship with *GT4*, but I don't know what's happened with it since *GT* keeps getting delayed.

The guys at Logitech are awesome, and they did everything they could to help make sure that *Underground* worked with their wheel. They sent people to the studio, and they took care of making sure everything was copacetic with their hardware.

OPM: How have the car and upgrade manufacturers received it? Has there been more interest from them for future projects?
CO: The manufacturers have been great. We've gotten great feedback from them, and conversely, they've been able to see that the public really enjoys personalizing their cars. We've received calls from manufactures interested in being in future versions of *Underground*, which is great—it gives us a broader range of vehicles and parts to choose from.

OPM: Which car do you recommend people start off with? A lot of people say the Miata rocks for beginners.
CO: I have to agree. I wasn't a fan of the Miata before *Underground*, but once we got it in the game and tuned, it quickly became one of my favorites. It's a well-balanced car that seems to do everything well. I'm also a huge fan of the "uniques" for it. When you unlock enough parts, you can really create a cool-looking ride. It's a good car to take from start to finish.

OPM: Are there any secrets in the game that you don't think people will find?
CO: I hope not. I'm not a believer in designing features or content that only a select number of players will ever get. It's a waste of time and effort on our part, and I think it cheats the consumer.

OPM: What car do you drive in real life? And in the game?
CO: I drive a Toyota Sequoia. I'm a pretty big fella, and I don't fit really well in most cars. That's one of the reasons I love playing racing games. I get to drive all of the cars that I can't squeeze my butt into in real life.

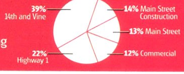
In *Underground*, I'm really partial to the Mitsubishi Eclipse. I always wanted to own one when I was growing up. I love the fact that it's all-wheel drive, and I've created some pretty sweet versions of it (with vinyl, kits, and paint), if I do say so myself.

OPM: The strategy guide hints that certain upgrades don't work so well with certain cars. Is that really the case?
CO: I don't think so. We really concentrated on making everything work with every car.

OPM: If you were to give some tips for really kicking ass in online play, what would they be?
CO: Know the track and know your car really well. Online is really about the best drivers. I consistently get my rear end handed to me because the people online are such good drivers, and they know how to squeeze every last drop of speed out of every corner. I'm partial to online drag racing because I'm pretty good at hitting the "perfect shift" off the start, which can give you a huge advantage.

www.ea.com POLL

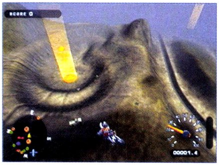
What is your favorite drag-racing track in *Underground*?



GAME	PUBLISHER	SCORE	ISSUE
MTV's Celebrity Deathmatch	Gotham Games	★½	76
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
❼ **MX Unleashed**	**THQ**	★★★★	**79**

RANDOM CHEATS Enter the following in the Character Completion field at the Cheats screen:

Password	Effect
SQUIRRELDOG	50cc bikes
CLAPPEDOUT	All bonuses unlocked
SWAPPIN	Pro physics



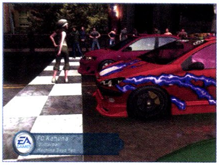
GAME	PUBLISHER	SCORE	ISSUE
⚡ My Street	Sony CEA	★★★	67
Myst III: Exile	Ubisoft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
⚡ NASCAR Thunder 2004	**EA Sports**	★★★★★	**73**
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
Naval Ops: Commander	Koei	★★½	79
Naval Ops: Warship Gunner	Koei	★★★	71
NBA 2K2	**Sega Sports**	★★★★★	**53**
⚡ NBA 2K3	**Sega Sports**	★★★★★	**63**
NBA Hoopz	Midway	★★★	44
NBA Jam 2004	Acclaim	★★½	75
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
⚡ NBA Live 2003	EA Sports	★★★★	63
⓬ ⚡ **NBA Live 2004**	**EA Sports**	★★★★½	**75**

Type in these codes at the Password screen to get more Nikes.

DG56TRF446	Air Foamposite Pro Colorway 1
3245AFSD45	Air Foamposite Pro Colorway 2
DSAKF38422	Air Foamposite Pro Colorway 3
A0K374HF8S	Air Hyperflight Colorway 3
JCX93LSS88	Air Hyperflight Colorway 4
367UEY6SN	Air Zoom Flight Colorway 1
2389JASE3E	Air Flightposite II Colorway 2
GF9845JHR4	Air Flight 89 Colorway 3

GAME	PUBLISHER	SCORE	ISSUE
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
⚡ NBA ShootOut 2004	Sony CEA	★★★	75
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
NBA Street Vol. 2	**EA Sports Big**	★★★★★	**68**
⚡ NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	Sony CEA	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
⚡ NCAA Final Four 2004	Sony CEA	★★	76
NCAA Football 2002	EA Sports	★★★★½	48
⚡ NCAA Football 2003	**EA Sports**	★★★★★	**60**
⚡ NCAA Football 2004	**EA Sports**	★★★★★	**71**
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
⚡ NCAA GameBreaker 2004	Sony CEA	★★½	73

GAME	PUBLISHER	SCORE	ISSUE
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
⚡ NCAA March Madness 2004	EA Sports	★★★★	76
❻ **Need for Speed: Hot Pursuit 2**	**EA Games**	★★★★★	**62**



GAME	PUBLISHER	SCORE	ISSUE
⚡ **Need for Speed Underground**	**EA Games**	★★★★½	**76**

DO YOU FEEL THE NEED?

Try entering ⊗, ◎, △, △, △, ⊗, ⊗, ◎ at the Main Menu screen for unlimited nitro.

UNLOCK ALL TRACKS

Enter these codes at the Main Menu screen to unlock all the tracks for each type of race.

Unlockable	Code
All circuit tracks	⬇, R1, R1, R1, R2, R2, R2, ▢
All drag tracks	➡, ▢, ⬅, R1, ▢, L1, L2, R2
All drift tracks	⬅, ⬅, ⬅, ⬅, ➡, R2, R1, L2
All sprint tracks	⬆, R2, R2, R2, R1, ⬇, ⬇, ⬇
Drift physics in all modes	R1, ⬆, ⬆, ⬆, ⬇, ⬇, ⬇, L1

GAME	PUBLISHER	SCORE	ISSUE
NFL 2K2	**Sega Sports**	★★★½	**52**
⚡ NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
⚡ NFL Blitz Pro	Midway Sports	★★★	74
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
⚡ NFL GameDay 2003	Sony CEA	★★½	61
⚡ NFL GameDay 2004	Sony CEA	★★★	73
NFL Quarterback Club 2001	Acclaim	★★½	50
❸ ⚡ **NFL Street**	**EA Sports Big**	★★★★½	**78**

EA knows more about *NFL Street* than we do, so we asked them, and they answered us. Read all about it on page 118.

GAME	PUBLISHER	SCORE	ISSUE
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
⚡ NHL 2004	EA Sports	★★★★	73
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
⚡ NHL Hitz Pro	Midway	★★★★	73
Nightshade	Sega	★★★½	79
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Blade Warriors	Capcom	★★½	79
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Primal	Sony CEA	★★★★	68
Prince of Persia: The Sands of Time	**Ubisoft**	★★★★★	**75**
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52

REPLAY FORUM

BOND: EON

Ack! Jaws keeps on shaking and stirring me. I so don't have a license to kill, since he keeps on kicking my butt! Can you help me out (by the way, this is the second fight with him, not the easy first fight).

Ricky Lansdale
Houston, TX

Well, first thing's first: avoid that flamethrower. In fact, hide behind some metal crates whenever he starts spraying flames around. Just be sure to get out of the way when the crates turn red, as that means they're about to explode. Just keep avoiding the flames until he turns his back to you. Then get up, lock onto his back, and start firing away. The moment he turns toward you, run and hide again. Just keep on avoiding his fire and shooting his back, and you'll get him.

SWON SONG

Do you have any cheat codes for *Secret Weapons Over Normandy*? Those Germans are kicking my tail outta the sky! I want to show the Luftwaffe whatfor!

Barry Lyndon
San Rafael, CA

Try these:

INFINITE AMMO: Up, Right, Down, Left, Up, Right, Down, Left, L1, R1.

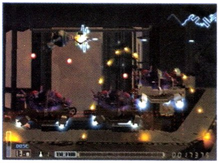
INVULNERABLE: Up, Down, Left, Right, Left, Left, Right, Right, L1, L1, R1, R1, L2, R2.

GAME	PUBLISHER	SCORE	ISSUE
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take-Two	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
R: Racing Evolution	Namco	★★★★	76
⓫ **R-Type Final**	**Eidos/Fresh Games**	★★★★	**78**

MORE RANDOM CHEATS

In-game pause and hold L2 while you enter the codes listed below. You'll hear a chime when you enter the codes correctly. Note: You can enter the invincibility code again to remove its effects.

Code	Effect
R2, R2, ⬅, ➡, ⬆, ⬇, ➡, ⬅, ⬆, ⬇, △	Charge dose to 99.9%
R2, R2, ⬅, ➡, ⬆, ⬇, ➡, ⬅, ⬆, ⬇, ◎	Full blue power, missiles & bits
R2, R2, ⬅, ➡, ⬆, ⬇, ➡, ⬅, ⬆, ⬇, ▢	Full red power, missiles & bits
R2, R2, ⬅, ➡, ⬆, ⬇, ➡, ⬅, ⬆, ⬇, ⊗	Full yellow power, missiles & bits
➡, ➡, ⬅, ➡, ⬅, ⬅, ➡, ⬅, L1, ⬆, ⬆, ⬇, ⬇, ⬆, ⬇, ⬆, ⬇, L1	Invincibility (U.S. version)



MORE SHIPS

When prompted for passwords for ships #3, #24, and #59, enter the following:

Password	Effect
1009 9201	Unlock *Curtain Call* (Ship #100)
2078 0278	Unlock ship #24
5270 0725	Unlock ship #3
1026 2001	Unlock ship #59

GAME	PUBLISHER	SCORE	ISSUE
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Ratchet & Clank: Going Commando	**Sony CEA**	★★★★★	**75**
Rayman 2: Revolution	**Ubisoft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubisoft	★★★½	67
Rayman Arena	Ubisoft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reel Fishing III	Natsume	★★★★	72
Reign of Fire	Bam	★★★½	63
Resident Evil—Code: Veronica X	**Capcom**	★★★★½	**48**
Resident Evil: Dead Aim	Capcom	★★★½	70
Return to Castle Wolfenstein: OR	Activision	★★★½	71
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
❹ **Rise to Honor**	**Sony CEA**	★★★	**78**

UNLOCKS

There are some pretty neat things to find in *Rise To Honor*. All you have to do is finish the game, and you unlock two costumes (one from *Once Upon a Time in China*, the other from *Fist of Legend*).

GAME	PUBLISHER	SCORE	ISSUE
⚡ Risk: Global Domination	Atari	★★★★	73
RLH: Run Like Hell	Interplay	★★★	62
Road Kill	Midway	★★★★	74
Road Trip	Conspiracy	★★★★	61

MARCH 16
The world of EverQuest was officially launched on this day in 1999.

CHAMPIONS OF NORRATH: REALMS OF EVERQUEST

Safe travels through Norrath regardless of whether you're bashing or casting

TOP 5 TIPS FOR PLAYING ALONE

1) DON'T DIVE IN When coming upon a big group of enemies, get close enough to trigger their response and then run away. Usually, only two or three will follow for any distance, so you won't get mobbed. Keep repeating this tactic until all of the enemies are cleared out of the area.

2) KILL ENEMIES FASTER Take out wizards—they can resurrect their compadres, so if you don't get them right away, you can waste health potions beating up the same enemies over and over.

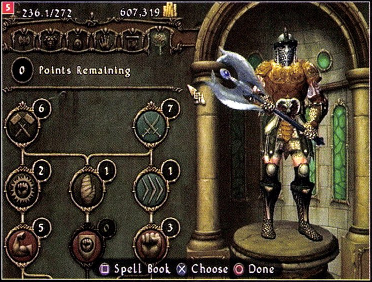
3) GET MORE XP Conversely, if you want to level up more quickly, leave wizards alive—you continue to gain XP for all kills, even from enemies who have been resurrected.

4) FIRST THE LITTLE GUYS, THEN THE BIG GUY Most bosses aren't as aggressive as their minions, so if you stick to the edges, you can kill off the secondary enemies before starting on the main one.

5) DIVERSIFY YOUR SKILLS Don't concentrate your abilities too strongly in one specific area. If you come up against an enemy who has excellent defenses against that ability, you're screwed.

Soloing: Pros
- Level up faster
- Don't have to keep running back to resuscitate your not-as-competent buddy
- Get all of the loot for yourself
- Can play at your own pace

2
24
Braziers remaining



TOP 5 TIPS FOR PLAYING IN A GROUP

1) OPPOSITES ATTRACT Pair with players of complementary classes. If you are playing as a character who specializes in melee, it's good to join forces with someone with ranged abilities.

2) TAG TEAM GROUPS OF ENEMIES Put spellcasters and range fighters in the back to target from afar and have melee fighters charge into the pack.

3) USE MELEE FIGHTERS TO DISTRACT BOSSES Use melee fighters to distract a boss while spellcasters and range fighters target from a distance. Using this tactic, you all should make it through the battle without needing a lot of health potions.

4) WAIT TO CHECK INVENTORY Decide in advance how often you're going to check inventory—don't annoy your partner by checking your loot or fiddling with your armor every two minutes.

5) USE AREA-EFFECT SPELLS There's no friendly fire, so go crazy with area-effect spells—your partner won't be damaged by any of your spellcasting.

3
Brigitta
PoorMansCale...

4
Dwarven Short Mace of Calm
23-42
Attack Bonus: 32
+15% Mana Regeneration
Required Level: 7
Arrows x 20
Buy
Back

5
Brigitta
PoorMansCale...
Underworld

Grouping: Pros
- Can use the one-two approach with boss monsters
- Have someone to save your butt when you forget to take that health potion
- Can share items that your character's class can't use
- Can carry twice as much loot with two people
- Can specialize more specifically in one skill area with someone else to balance you out

GAME	PUBLISHER	SCORE	ISSUE
Robin Hood: Defender of the Crown	Capcom	★★½	74
Rocky	Ubisoft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Rogue Ops	Kemco	★★½	75
Romance of the Three Kingdoms VII	Koei	★★½	60
Romance of the Three Kingdoms VIII	Koei	★★★	73
Romance of the Three Kingdoms XI	Koei	★★★	79
RPG Maker 2	Agetec	★★★½	74
RTX Red Rock	LucasArts	★★	71
Rugby	EA Sports	★★★½	48
Rugby 2004	EA Sports	★★★	73
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take-Two	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Secret Weapons Over Normandy	LucasArts	★★★★	75
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Hill 3	Konami	★★★★½	71
Silent Line: Armored Core	Agetec	★★★½	70
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Hit & Run	Vivendi Universal	★★★★	72
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
The Sims	EA Games	★★★★	65
⚡ The Sims: Bustin' Out	EA Games	★★★★½	76
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Cars	Metro3D	★★★½	71
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
⚡ SOCOM: U.S. Navy SEALs	**Sony CEA**	★★★★★	**60**
⑬ **⚡ SOCOM II: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**75**

JOEPM'S FAVORITE GUN
M4A1 with grenade launcher (commonly called the "over-and-under" by other players). The fellows at Zipper call it the "n00b tube" because its fusion of explosives and rifleness make it easy for total newbies to score kills with.

UNLOCKABLE CHARACTERS
Finish the single-player missions on the required difficulty to unlock the character for online games:

Character	Finish mission/difficulty to unlock
PIUS PLATZ	Operation Rapid Kill at Lieutenant
ALGERIAN OFFICER	Operation Keeping Faith at Lieutenant
VALESKA LUKANOVA	Operation Stormcloud at Lieutenant
SABRE	Operation Rapid Kill at Commander
QUIXADA CHRISTO	Operation Good Neighbors at Commander
REAVER	Operation Keeping Faith at Commander
FLATFOOT	Operation Stormcloud at Commander
FERAL	Complete all missions at Admiral

GAME	PUBLISHER	SCORE	ISSUE
Soldier of Fortune	Majesco	★★★	52

DID YOU KNOW?

Ancient Egyptians thought that hedgehog fat would cure baldness.

GAME	PUBLISHER	SCORE	ISSUE
❾ **Sonic Heroes**	**Sega**	★★	**77**

LIFE, LEVEL WARP, AND MONEY

Collect the number of emblems listed below to obtain the desired unlockable:

20 emblems	Two-player team battle
40 emblems	Two-player special stage
60 emblems	Two-player ring race
80 emblems	Two-player bobsled race
100 emblems	Two-player quick race
120 emblems	Two-player expert race

GAME	PUBLISHER	SCORE	ISSUE
Soul Calibur II	**Namco**	★★★★★	**72**
Soul Reaver 2	Eidos	★★★	52
Space Channel 5 Special Edition	Sega	★★★½	75
Space Race	Infogrames	★★½	59
Spawn Armageddon	Namco	★½	76
Speed Kings	Acclaim	★★★★	70
Sphinx and the Cursed Mummy	THQ	★★★½	75
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Splashdown: Rides Gone Wild	**THQ**	★★★★★	**72**
Splinter Cell	Ubisoft	★★★★½	68
SpongeBob SquarePants: Battle for Bikini Bottom	THQ	★★★★½	75
SpyHunter	Midway	★★★★½	50
SpyHunter 2	Midway	★★★	76
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports Big**	★★★★★	**38**
SSX Tricky	**EA Sports Big**	★★★★★	**52**
⚡ SSX 3	**EA Sports Big**	★★★★★	**74**
Star Trek: Shattered Universe	TDK	★★	75
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars: The Clone Wars	LucasArts	★★★	65
Star Wars Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
Starsky & Hutch	Gotham Games	★★	74
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summer Heat Beach Volleyball	Acclaim	★★★½	72
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubisoft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubisoft	★★★½	63
Super Trucks Racing	XS Games	★½	76
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
SWAT: Global Strike Team	Sierra	★★★	74
Swing Away Golf	EA Games	★★★	38
Tak and the Power of Juju	THQ	★★★½	75
Tarzan: Untamed	Ubisoft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Teenage Mutant Ninja Turtles	Konami	★★½	75
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Terminator 3: Rise of the Machines	Atari	★½	77
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55

GAME	PUBLISHER	SCORE	ISSUE
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
⚡ Tiger Woods PGA Tour 2004	**EA Sports**	★★★★★	**73**
Time Crisis 2	Namco	★★★★	49
Time Crisis 3	Namco	★★★★½	74
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer 3	Crave	★★	76
Tokyo Xtreme Racer Zero	Crave	★★½	45
Tom Clancy's Ghost Recon	Ubisoft	★★★½	65
Tomb Raider: The Angel of Darkness	Eidos	★★	72
⚡ Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
⚡ Tony Hawk's Pro Skater 4	**Activision**	★★★★★	**63**
⚡ Tony Hawk's Underground	**Activision**	★★★★★	**76**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
⚡ Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
⓯ **True Crime: Streets of L.A.**	**Activision**	★★	**76**

Just enter these at the Pause menu for the intended effect.

Code	Effect
←, →, ←, →, ⊗	All driving upgrades unlocked
↑, ↓, ↑, ↓, ⊗	All fighting moves unlocked
→, ←, →, ←, ⊗	All gunplay skills unlocked
↓, ↓, ↓, ⊗	Bigger car (must be in car before you enter the code at the Pause menu)
↑, →, ↓, ←, ↑, ⊗	Impound garage cars unlocked
⊗, ◎, ▢, △	Shows Nick Kang's current location

Romaine
N
066

GAME	PUBLISHER	SCORE	ISSUE
Tsugunai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
⚡ Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unlimited Saga	Square Enix	★★	70
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
Virtua Fighter 4: Evolution	**Sega**	★★★★★	**72**
Virtual on Marz	Sega	★★	76
Wakeboarding Unleashed	Activision	★★★★½	70
Wallace & Gromit in Project Zoo	Bam	★★★	74
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
⚡ Warhammer 40,000: Fire Warrior	THQ	★★½	74
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Wheel of Fortune	Atari	★★½	76
Whiplash	Eidos	★★★½	76
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39

REPLAY FORUM

DORK ALLIANCE

Can you help me? I'm trying to get through *Baldur's Gate II: Dark Alliance*, and I heard that there were some cool cheat codes. I like hacking and slashing left-and-right!

Joshua Clemens
Irvine, CA

Well, you can read up on some extra characters elsewhere, but here's a quick list of cheats.

INVINCIBILITY AND LEVEL WARP:
Hold down L1, R1, △, ▢, ◎, and ⊗. Don't lift your fingers! While holding them down, press Start. With this cheat, you can't get hurt and you get a menu that lets you jump to any area.

LEVEL-UP:
Hold down L1, R1, △, ▢, ◎, and ⊗. Again, don't lift your fingers and finish this off by pressing L2. Your character jumps to level 10, gains 45 feat points, and gets a whopping 500,000 gold.

HIDING TIGER

I heard there is a secret Tiger Woods scenario in *Tiger Woods PGA Tour 2004*. How do I play this secret game?

Luke Cage
New York, NY

Type in the password "sherwood target" (all lowercase). You unlock a three-hole scenario against Tiger himself at the Sherwood Country Club. Winning this nets you $45,000 and a Tracking Tiger trophy ball, and it unlocks the Wallaby Creek course.

GAME	PUBLISHER	SCORE	ISSUE
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
⚡ World Championship Pool 2004	Jaleco	★★★½	76
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
❿ **World Soccer: Winning Eleven 7 Int'l**	**Konami**	★★★★★	**78**

MISCELLANEOUS UNLOCKABLES

Unlockable	How to Unlock
Premier All-Star Team	Win the Championship LG Cup
World All-Star Team	Win the Multi-international Cup

KONAMI
KONAMI
KONAMI
KONAMI
KONAMI

GAME	PUBLISHER	SCORE	ISSUE
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
Worms 3D	Acclaim	★★★½	79
Wrath Unleashed	LucasArts	★½	78
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE Crush Hour	THQ	★★½	68
WWE SmackDown!: Here Comes the Pain	THQ	★★★½	76
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
X2: Wolverine's Revenge	Activision	★★★	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	★★★★	66
XGRA: Extreme-G Racing Association	Acclaim	★★★★½	74
⚡ XIII	Ubisoft	★★★½	75
Yanya Caballista: City Skater	Koei	★★★½	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	★★½	67
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44
Zone of the Enders: The 2nd Runner	Konami	★★★★½	68

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take-Two	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Air Hockey	Mud Duck	★★★½	70
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Racing 2	Mud Duck	★★★	71
All-Star Slammin' D-Ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4

THE WAY of the GU

A brief history of the first-person shooter

While we don't have the space to analyze the entire history of the first-person-shooter genre, we'll at least show you the highlights, including the awesome titles that helped shape the genre for PS2.

DOOM

[No rating]

While *Wolfenstein 3D* is considered the very first FPS, *Doom* defined the genre. Featuring levels designed purely for action gameplay and an arsenal that has appeared in every FPS following it, *Doom* is the father of FPS games. As a bonus, the PlayStation version could be considered better than the original since it includes *Ultimate Doom* and *Doom II* and adds 24-channel stereo sound and ambient lighting (something creator John Romero yearned for).

DISRUPTOR

[No rating]

Whoa! Could you imagine Insomniac doing a psionics-based first-person shooter years and years before *Ratchet & Clank* came on the scene? *Disruptor* was innovative because it mixed traditional FPS weaponry (pistol, shotgun, machine gun, etc.) with crazy superpowers like the ability to heal yourself, send mental electric bolts at the enemy, or drain their energy. Heck, way back when we were called *PSX* we even said, "For those of you who eat up first-person shooters, *Disruptor* will satisfy your appetite." This title is certainly worth hunting for in your local bargain bin.

QUAKE II

★★★★

This Id game set a new standard for multiplayer gaming when it first debuted on the PC, and after it made the transition to the PlayStation, we were equally awed. Former *OPM* editor Mark MacDonald wrote, "On a purely technical level, *Quake II* is one of the most impressive PlayStation games ever." Like its PC counterpart, *Quake II* is an all-right single-player game—and an amazingly awesome multiplayer one. *Quake II* also boasts support for the PlayStation mouse, making the mouse-and-gamepad control combo almost as good as the mouse-and-keyboard setup.

MEDAL OF HONOR FRANCHISE

Medal of Honor

★★★★

MOH: Underground

★★★★

MOH: Frontline

★★★★★

MOH: Rising Sun

★★★½

Pretty much every game in this series is spectacular or damn close to spectacular. Even the very first one had review comments like "A lot of time went into making this game feel authentic" and "The one-player mode is great." And who could forget how awesome the opening level of *MOH: Frontline* is? Then the franchise just kept on getting better and better—until *Rising Sun*, that is. Then again, three out of four ain't too bad.

SHOOTER SHAME

What was the worst shooter?

Seems to be *Armorines: Project S.W.A.R.M.*, based on that horrible Valiant comic that was basically a knock-off of *Iron Man*. Todd Zuniga sums up *Armorines: Project S.W.A.R.M.* in one sentence: "This game is stupid." The runner-up is *Rainbow Six*, with a whopping one-disc score. Don't buy it on sale, thinking that it'd be a good prequel to *Rainbow Six 3*, avoid it as well.

12 Number of platforms *Doom* has appeared on (PC, Jaguar, Mac, Sega 32X, Super NES, PS1, 3DO, Saturn, WebTV Plus, GBA, Pocket PC, cell phones).

UN

UNREAL TOURNAMENT

★★½

QUAKE III: REVOLUTION

★★★★½

Among PC gamers, *Quake III: Arena* is often considered the "good, but mainly for the hard-core fans" game, while its competitor, *Unreal Tournament*, is thought of as a superior title. Not so on PS2. *Unreal Tournament* has nasty framerate issues—it barely hits 30fps—compare this to *TimeSplitters*, which merrily and consistently hits the 60fps mark. Besides the horrible framerate, *UT* is plagued by muddy graphics and cheap CPU players. *Quake III*, on the other hand, is a port that performs even better on PS2 than the original version does on most PCs. Joe Rybicki summed up *Quake III: Revolution*: "Great levels, great characters, great weapons, great graphics, and great execution add up to a pretty darned great game."

HALF-LIFE

★★★★★

You can't discuss FPS games without mentioning the best FPS ever. After *Half-Life* came out, every FPS designer pretty much said, "We want so-and-so to be just like *Half-Life*." Some developers outright claimed, "This is going to be the next *Half-Life*," while others sheepishly admitted, "We know this isn't going to be the next *Half-Life*, but we hope people like our game nonetheless." Just find a copy and experience the turning point in FPS games. Sure, you might feel a bit of "so what?" but remember, all of this stuff was new when the game was released. The PS2 port preserves the core game and also sports an exclusive two-player co-op mode.

RED FACTION FRANCHISE

Red Faction I

★★★★★

Red Faction II

★★★★

THQ surprised us by creating the first great PS2 shooter since *Half-Life*. The GeoMod technology was honest-to-God innovative, and the game delivers a fantastic story, just like *Half-Life*. The fact that *Red Faction* has vehicles also helped it earn acclaim. *Red Faction II*, while a solid game, just doesn't feel right. There are more corridor levels (as opposed to the free-form environments in the first game), slow gun-reloading animations, and not as much originality as in the first game. Still, "not being as good as the game that was almost as good as *Half-Life*" isn't too shabby.

JAMES BOND 007 FRANCHISE

Agent Under Fire

★★★★

NightFire

★★★★

Even though the newest title, *Everything or Nothing*, isn't an FPS, the previous two games are solid enough first-person shooters to merit consideration. For *Agent Under Fire*, Rybicki wrote, "As far as I'm concerned, it's every bit as solid as the last big *Bond* game, the N64's *GoldenEye*." In fact, *Agent Under Fire*'s sole issue is length, since one can finish it in less than six hours. Then came *NightFire*, which is like *Everything or Nothing* in that it has little bit of everything. *NightFire*'s only flaw is that it has an awesome beginning and a merely good middle and end. However, between these two games, you get some good first-person mayhem in Bond's shoes.

TIMESPLITTERS FRANCHISE

★★★★★

This is pretty much the best shooter franchise on PS2, with both games in the series receiving five-disc ratings. John Davison said of the original, "People who love action games get excited just watching this, let alone playing it." *TimeSplitters 2* is pretty much the best pure shooter on PS2 right now—in fact, Rybicki said, "*TimeSplitters 2* is easily one of the best first-person shooters out there—on any system." Neither game has any story to speak of, just pure, frantic action. The various characters and multiplayer mode simply provide more incentive to replay the game. If you can get only one of these, get the second game, but either way, add some *TimeSplitters* to your collection.

DID YOU KNOW?
James Bond prefers Brioni suits, Mooreland cigarettes, and Mont Blanc pens.

BOND 007

EVERYTHING OR NOTHING

42 Bond moments this month on this page, 49 more next month. While EON feels just like a Bond movie, you're going to have to take some extra steps to help make it a genuine Bond game. Each level is filled with "Bond moments," which are pretty cool-looking stunts or activities that affect your score. Here's a quick list of the Bond moments for the first half of the game.

TAJIKISTAN

1 Climb up or rappel down the building side.
2 Disable rappeling guards.

A LONG WAY DOWN

3 Find the sniper area on the upper roof.
4 Use steam on the rooftop.
5 Flip a table over in the burning room.
6 Use steam in the lower area.
7 Drop roof onto your enemies at the bottom floor.

TRAIN CHASE

8 Blow up the helicopter before the temple.
9 Take the jump in the temple or slide under the pillar in the temple.
10 Make the statue jump onto the train tracks.

AN OLD FRIEND

11 Get through train car 1 without triggering an alarm.
12 Get through each train car stealthily.

SAND STORM

13 Destroy the bridge containing two jeeps.
14 Destroy all three boats.
15 Avoid damage from the fireballs in the temple.

SERENA ST. GERMAINE

16 Blow up the fireworks shop.
17 Take the shortcut that lets you avoid the enemy roadblock on the way to the fortress.

VERTIGO

18 Send a Q-spider through a secret tunnel.
19 Locate the rocket launcher in the lower tunnel.
20 Destroy the tower via fuel barrels.
21 Disable all the guards (stealthily) on the first floor.

THE RUINED TOWER

22 Find the hidden sniper room.
23 Use the Q-spider to disable the rocket launcher guard.
24 Stealthily disable guards in the first area (inside and outside).

DEATH OF AN AGENT

25 Use the Q-spider in the beginning to disable the first few soldiers.
26 Find the rocket launcher in the catacombs.
27 Take out three enemies with a propane tank.
28 Shoot a propane tank while falling.
29 Shoot some TNT while falling.
30 Use a shortcut while falling.

A SHOW OF FORCE

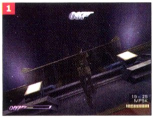
31 Blow up the gate at the fortress.
32 Take out all the enemies in the alley with a single shot.
33 Take out all the enemies at the gas station with a single shot.
34 Find a shortcut to the airfield.
35 Take the jump over the roadblock at the airfield.

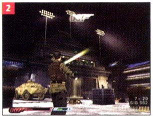
MARDI GRAS MAYHEM

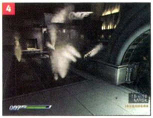
36 Find the shortcut through the Mardi Gras parade.
37 Hide the Vanquish in a truck.
38 Drive the Vanquish through the big pipe at the compound.
39 Use acid to stop the enemy limo.

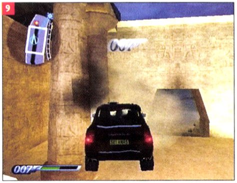
THE KISS KISS CLUB

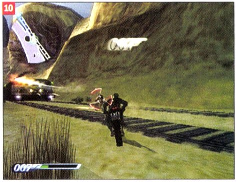
40 Give a massage.
41 Make the light rack fall on the enemy.
42 Throw an enemy off the second floor balcony.

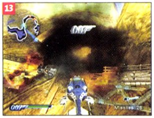


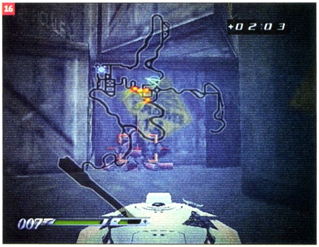


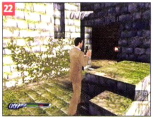


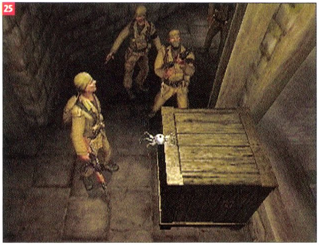


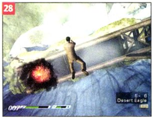


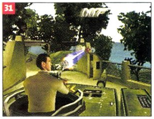


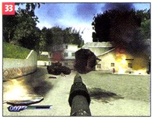


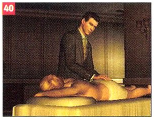


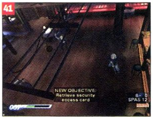


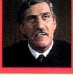












REMEMBER WHEN...?

...the *Sesame Street* number painter drew the number 8 on the bald man's head?

GAME	PUBLISHER	SCORE	ISSUE
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
American Pool	Mud Duck	★	71
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	**★★★★★**	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	**★★★**	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War—Final Front	3DO	★½	45
Army Men: World War—Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	**★★★½**	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	Sony CEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
ATV Mania	Gotham Games	★★★★	73
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take-Two	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubisoft	½	39
Batman: Gotham City Racer	Ubisoft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
Beyblade	Crave	★½	66
Big Air	Accolade	★½	20
Big Bass Fishing	Take-Two	½	58
Big League Slugger Baseball	Agetec	★½	74
Big Ol' Bass 2	Konami	★★½	45
Big Strike Bowling	Gotham Games	★★★½	68
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Blockids	Natsume	★★½	69
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27
Bottom of the 9th '97	Konami	★★★½	1
Bowling	Agetec	★★	43
Boxing	Agetec	★★★	45
Bratz	Ubisoft	n/a	n/a
Brave Fencer Musashi	Square EA	★★★★	15
Bravo Air Race	THQ	★★★	1
Breakout	Hasbro	★★	39
Breath of Fire III	Capcom	★★★½	9
Breath of Fire IV	Capcom	★★★½	40
Brigandine	Atlus	★★★½	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★½	27
Brunswick Circuit Pro Bowling	THQ	★★★½	13
Brunswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★	41
Bugs Bunny: Lost In Time	Infogrames	★★★½	23
Builder's Block	Jaleco	★★★½	35
Burstrick Wake Boarding!!	Natsume	★½	45
Bushido Blade 2	Square EA	★★★½	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★	36
Bust-A-Move 4	Natsume	★★★★	17
Bust-A-Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★½	39
C: The Contra Adventure	Konami	★½	12
c-12: Final Resistance	Sony CEA	★★½	58
Caesar's Palace 2000	Interplay	½	41
Caesar's Palace II	Interplay	★★	15
Capcom vs. SNK Pro	Capcom	★★★½	60
Card Games	Agetec	★½	50
Cardinal SYN	Sony CEA	★★★	9
CART World Series	Sony CEA	★★★½	3
Casper: Friends Around the World	Sound Source	★½	41
Castlevania Chronicles	Konami	★★★½	50
Castlevania: Symphony of the Night	**Konami**	**★★★★★**	**2**
Castrol Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★	22
Championship Bass	EA Sports	★★★★	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	★★★	41
Championship Motocross Feat. Ricky Carmichael	THQ	★★★½	25
Championship Surfer	Mattel	★★★	41
Chessmaster II	Mindscape	★★★½	23
Chicken Run	Eidos	★★★	41
Chocobo Racing	Square EA	★★★	23
Chocobo's Dungeon 2	Square EA	★★½	29
Chrono Cross	**Square EA**	**★★★★★**	**36**
Circuit Breakers	Mindscape	★★★	12
Civilization II	Activision	★★★★½	18
Cleopatra's Fortune	Mud Duck	★★½	71
Clock Tower	Ascii	★★★	2
Clock Tower II: The Struggle Within	Agetec	★★½	28
Colin McRae Rally 2.0	**Codemasters**	**★★★★★**	**40**
Colin McRae Rally	Sony CEA	★★★★	30
Colony Wars	**Psygnosis**	**★★★★★**	**4**
Colony Wars: Red Sun	Psygnosis	★★★★½	31
Colony Wars: Vengeance	Psygnosis	★★★½	14
Command & Conquer: Red Alert	Virgin	★★★½	4
Contender	Sony CEA	★★★★	17
Contender 2	Bam	★	41
Cool Boarders 2	**Sony CEA**	**★★★★**	**3**
Cool Boarders 3	**989 Studios**	**★★★**	**14**
Cool Boarders 4	**989 Studios**	**★★★**	**27**
Cool Boarders 2001	Sony CEA	★	39
Countdown Vampires	Bandai	★½	32
Covert Ops: Nuclear Dawn	Activision	★★½	34
Crash Bandicoot 2	**Sony CEA**	**★★★★**	**3**
Crash Bandicoot: WARPED	**Sony CEA**	**★★★★★**	**15**
Crash Bash	SCEA/Universal	★★½	39
Crime Killer	Interplay	★★★	12
Critical Depth	GT Interactive	★★★	3
Croc	**Fox Interactive**	**★★★★**	**1**
Croc 2	Fox Interactive	★★½	22
Crossroad Crisis	Agetec	★½	50
Crusaders of Might & Magic	3DO	★★★	30
CTR: Crash Team Racing	**Sony CEA**	**★★★★★**	**26**
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★½	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★★	16
Darkstone	Take-Two	★★★½	43
Dave Mirra Freestyle BMX	Acclaim	★★★½	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	★★½	47
David Beckham Soccer	Majesco	★★★	61
Dead in the Water	ASC	★★½	17
Dead or Alive	Tecmo	★★★★½	8
Deathtrap Dungeon	Eidos	★★½	9
Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	NovaLogic	★★★	61
Demolition Racer	Infogrames	★★★★	26
Destrega	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★½	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★½	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★	31
Digimon Digital Card Battle	Bandai	★★★	48
Digimon Rumble Arena	Bandai	★★★½	55
Digimon World	Bandai	★½	36
Digimon World 2	Bandai	★★	46
Digimon World 3	Bandai	★★½	57
Dino Crisis	Capcom	★★★★	25
Dino Crisis 2	Capcom	★★★★½	38
Dirt Jockey	Mastiff	★★	71
❶ **Disney Collection**	**various**	**n/a**	**n/a**

A REAL DISNEY COLLECTION

Just wait for this October, when Disney releases the Platinum Edition of *Aladdin*. Did you know that the same two guys who wrote *Aladdin* also wrote *Shrek* and *Pirates of the Caribbean*?

GAME	PUBLISHER	SCORE	ISSUE
Disney's Dinosaur	Ubisoft	★½	36
Disney's Treasure Planet	Sony CEA	★★½	64
Donald Duck: Goin' Quackers	Ubisoft	★★★	39
Downhill Mountain Bike Racing	Activision	★★½	27
Dracula: The Last Sanctuary	DreamCatcher	★★½	56
Dracula: The Resurrection	DreamCatcher	★★½	48
Dragon Ball GT	Bandai	★★	4
Dragon Ball Z: Ultimate Battle 22	Infogrames	★	69
Dragon Tales: Dragon Seek	NewKidCo	★½	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	**★★★★**	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	**★★★½**	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	**★½**	**29**
Dukes of Hazzard II: Daisy Dukes It Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
④ **Elmo's Numbers & Letters**	**NewKidCo**	**n/a**	**n/a**

QUICK REFERENCE GUIDE

Here's the order of numbers and letters to help you out: 0123456789 and ABCDE-FGHIJKLMNOPQRSTUVWXYZ.

GAME	PUBLISHER	SCORE	ISSUE
The Emperor's New Groove	Sony CEA	★★★½	40
Equestrian Showcase	Mud Duck	★★	71

REPLAY FORUM

GOBLIN COMMAND!

I thought *Goblin Commander* was a good compromise between PCs and consoles for RTS games. Anyhow, are there cheats?

William Hemp
San Mateo, CA

Here's a whole boatload, just for you!

GAIN 100 GOLD:
L1, R1, R1, R1, R1, L1, △, L1, L1, L1 △

GAIN 100 SOULS:
R1, L1, L1, L1, L1, R1, △, R1, R1, R1

GAIN 1,000 GOLD AND SOULS:
R1, R1, L1, R1, R1, △, △, L1, L1

GET RID OF FOG OF WAR:
R1, L1, R1, R1, L1, L1, △, L1, R1

INVINCIBILITY:
R1, R1, R1, L1, L1, L1, R1, L1, △, R1

COMPLETE CURRENT MISSION:
R1, R1, L1, L1, R1, R1, △, △, △

SHE-NOBI

That Hibana chick is pretty cool, but I heard that you can unlock Hotsuma, and even the original Joe Musashi!!! Ninjas rock!

Tommy Pencen
Glen Cove, NY

Unlocking Hotsuma is a little hard, especially if you haven't played either *Shinobi* or *Nightshade* before. Basically, have a completed *Shinobi* save (difficult in itself), and then finish the game on Normal. Joe Musashi is a bit more complicated: Finish 88 stages altogether.

NFL STREET

The pros tell you how to win

We went straight to the source for some more tips on becoming a dominating force in NFL Street. QA testers know more about a game than just about anyone, and we got a bunch of them to share their strategies. As an extra bonus, we also asked EA to give us a list of everything that's unlockable.

QA TIPS

A mobile quarterback is the key to a good offense. Giving yourself the option to run or to throw can help your offense by making the defense expect the QB scramble; you can then throw to the spot where the defender used to be when he attacks. Good teams for this technique are the Eagles, Falcons, and Saints. The Steelers (with Randle El at QB) and the Cardinals (with Anquan Boldin at QB) will also give you a balanced throwing and running attack because both are very fast and have capable arms. If you play with a more pocket-oriented QB or are just starting out on NFL challenge, a good run game with short and play-action passes should work well.

On defense, pressure is the key to stopping a mobile QB and making your opponent make mistakes. Mixing up your blitzes and forcing your opponent to make quick decisions will create turnovers and give you the upper hand. Blitzes off the sides, such as Corner Crunch and Corner Blast, will both help contain a scrambling QB and put your fastest players on the blitz. Also, a well-timed hit will pop the ball in the air, giving your other defenders a chance for the turnover. —Jon Crankshaw, QA

The team I use the most is the Eagles because they have great cornerbacks who can play offense and defense; a solid defensive tackle, linebacker, and ousted linebacker, who I use as my offensive and defensive lines; and, of course, a great mobile quarterback, who I use to play safety on defense. Placing Brian Dawkins at the middle linebacker position on defense and running the lock-down play will allow the user to roam freely with the safety and have all receivers covered by the corner and Dawkins. This should allow the defensive line (Tra Thomas, Corey Simon, and Carlos Emmons) to create havoc. (For maximum effectiveness, shifting the line in key positions is necessary). While on offense, having a balanced pass and run attack is the best way to go. Play-action passes in this game are love, especially when using a balance attack. —Anthony Price, QA & voice talent

On offense, get a QB who can scramble, and on defense, keep your eye on your opponent's formation. Keep 'em audibles ready! —Gianvito Serra, character modeler

GameBreaker
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GameBreaker
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Buckhalter
TURBO
TURBO

Make sure your QB is able to double as running back. —John Gnuechtel, interface artist

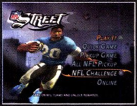
I like to hold down the Showboat button all the time and rack up style points. Then I bring up the instant replay and laugh at my buddies after I've juked them out of their shoes. *Street*'s all about rubbing it in after a big play. —John Durr, QA lead

A lot of people like to run the ball or run with their QB, so I like to get a lot of speed on the field for defense. If I have a slow QB, I will grab an offensive lineman, one receiver, two defensive backs, two linebackers, and a running back. With this lineup, I can run off my offensive lineman and run play-action passes. On defense, I will put the QB on the line against their offensive lineman or best blocker and just accept the fact that he is going to get blocked, but this should free up the rest of the defense to make plays on the ball carrier. Having your linebacker and safety be able to tackle is the key to stopping the run, since they are usually the players who have the first shot at the running back. —Jason Barnes, associate producer

> **"I use the Eagles most because they have great cornerbacks who can play both offense and defense."**

DIRECTIONS TO OBTAIN UNLOCKABLES

Select NFL challenge mode. You will be prompted to enter a user profile. Press ⊗ once the profile is entered, and content will be unlocked. You can use △ to go to back to the Main screen to select your desired game mode, or you can continue in NFL challenge mode.



X-Ecutioners

PROFILE	UNLOCKS
NW9378	NFC W
AS76884	NFC W, AFC S
NN6789	NFC W, AFC S, NFC N
AN6789	NFC W, AFC S, NFC N, AFC N
NE3278	NFC W, AFC S, NFC N, AFC N, NFC E
AE3278	NFC W, AFC S, NFC N, AFC N, NFC E, AFC E
NS9378	NFC W, AFC S, NFC N, AFC N, NFC E, AFC E, NFC S
AW9378	NFC W, AFC S, NFC N, AFC N, NFC E, AFC E, NFC S, AFC W
Travel	All environments
Excellent	X-Ecutioners team
Classic	NFL Legends
KaySlay	Kay Slay's team

GAME	PUBLISHER	SCORE	ISSUE
ESPN MLS GameNight	Konami	✪✪✪	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◐	54
Eternal Eyes	Crave	✪◐	38
Evil Dead: Hail to the King	THQ	✪✪◐	41
Evil Zone	Titus	✪✪✪	25
Expendable	Infogrames	✪◐	34
F1 2000	EA Sports	✪✪✪◐	33
F1 Championship Season	EA Sports	✪✪✪◐	40
F1 Racing Championship	Ubisoft	✪✪◐	39
Family Feud	Hasbro	✪✪✪	39
Family Game Pack	3DO	✪✪◐	33
Fantastic Four	Acclaim	✪✪	3
Fatal Fury: Wild Ambition	SNK	✪◐	30
Fear Effect	Eidos	✪✪✪✪◐	31
Fear Effect 2: Retro Helix	Eidos	✪✪✪✪◐	43
Felony 11-79	Ascii	✪✪✪	1
FIFA 98	EA Sports	✪✪✪◐	4
FIFA 99	EA Sports	✪✪✪✪◐	17
FIFA 2000	EA Sports	✪✪✪✪◐	27
FIFA 2001 Major League Soccer	EA Sports	✪✪✪✪◐	39
FIFA Soccer 2003	EA Sports	✪✪✪◐	63
The Fifth Element	Activision	◐	15
Fighter Maker	Agetec	✪✪✪◐	21
Fighting Force	**Eidos**	✪✪✪	**3**
Fighting Force 2	Eidos	✪✪	29
Final Fantasy Anthology	Square EA	✪✪✪✪◐	26
Final Fantasy Chronicles	Square EA	✪✪✪✪	47
Final Fantasy Origins	Square Enix	✪✪✪◐	67
❸ **Final Fantasy Tactics**	**Sony CEA**	✪✪✪✪	**5**

UNLOCK CLOUD STRIFE

Wait until you're almost at the end of Chapter 4 (or at least until after you battle Zodiac Demon Adramelk in Igros Castle). Give the Cancer Stone to Goug, and Cloud will join your reality but run off. Then make your way back to Zirghidas Trade City. You'll soon rescue Cloud from some thieves, and you should then go to Bervenia Volcano to retrieve his Materia Blade.

Final Fantasy VII	**Sony CEA**	✪✪✪✪✪	**1**
❷ **Final Fantasy VIII**	**Square EA**	✪✪✪✪✪	**25**

ALTERNATE SCENE

This happens in the Dollet SeeD mission. After fighting Elvoret, Biggs will send the "Black Widow," or X-ATM092, after you. If you actually kill it (i.e., inflict more than 5,000 HP of damage), you get a different cut-scene at Dollet Beach afterward.

Final Fantasy IX	**Square EA**	✪✪✪✪✪	**39**
Fisherman's Bait	Konami	✪✪✪◐	18
Fisherman's Bait 2: Big Ol' Bass	Konami	✪✪✪	27
Flintstones Bedrock Bowling	SouthPeak	✪	37
Ford Truck Mania	Gotham Games	✪✪	75
Ford Racing	Empire	✪✪◐	44
Formula 1 '98	**Psygnosis**	✪✪✪✪	**15**
Formula 1 '99	Psygnosis	✪✪✪◐	28
Forsaken	Acclaim	✪✪✪✪	10
Fox Sports Golf '99	Fox Interactive	✪✪	11
Fox Sports Soccer '99	Fox Interactive	✪✪◐	11
Freestyle Boardin' '99	Capcom	✪✪◐	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	✪✪◐	40
Frogger	**Hasbro**	✪✪◐	**4**
Frogger 2: Swampy's Revenge	Hasbro	✪✪✪	38
Front Mission 3	Square EA	✪✪✪✪◐	31
Future Cop: L.A.P.D.	Electronic Arts	✪✪✪	13
G-Police	Psygnosis	✪✪✪✪◐	3
G-Police 2	Psygnosis	✪✪✪✪	25
G-Darius	THQ	✪✪✪✪	13
Galaga: Destination Earth	Hasbro	✪✪◐	39
Galerians	Crave	✪✪✪	33
Gallop Racer	Tecmo	✪✪◐	28
Gauntlet Legends	Midway	✪✪◐	32
Gekido	Interplay	✪✪✪	34
Gekioh: Shooting King	Natsume	✪✪✪◐	67
Gex: Deep Cover Gecko	Eidos	✪✪✪◐	20
Gex: Enter the Gecko	Midway	✪✪✪◐	7
Ghost in the Shell	THQ	✪✪✪✪	4
Glover	Hasbro	✪✪	28
Gold and Glory: The Road to El Dorado	Sony CEA	✪✪	42

25 Number for the current series of *Spawn* action figures from McFarlane Toys. This one "[expands] on the theme of comic book artwork as action figure," says Spawn.com.

GAME	PUBLISHER	SCORE	ISSUE
Gran Turismo	**Sony CEA**	●●●●●	**9**
Gran Turismo 2	**Sony CEA**	●●●●●	**29**
Grand Theft Auto	**Take-Two**	●●◐	**10**
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◐	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◐	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◐	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take-Two	●●	34
Guardian's Crusade	Activision	●●●	19
Gubble	Mud Duck	◐	68
Gundam Battle Assault 2	Bandai	●●●●	62
Gunfighter: The Legend of Jesse James	Ubisoft	●●◐	52
HardBall '99	Accolade	●◐	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harry Potter and the Chamber of Secrets	EA Games	●●●	64
Harvest Moon: Back to Nature	Natsume	●●●◐	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hellboy: Asylum Seeker	DreamCatcher	◐	73
Hello Kitty's Cube Frenzy	NewKidCo	●●◐	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubisoft	◐	55
Hoshigami: Ruining Blue Earth	Atlus	●●◐	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◐	30
Hot Wheels Turbo Racing	**Electronic Arts**	●●◐	**25**
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◐	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◐	38
Inspector Gadget: Gadget's Crazy Maze	Ubisoft	●●●◐	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◐	28
Int'l. Superstar Soccer 98	Konami	●●●●◐	11
Int'l. Track & Field 2000	Konami	●●●●	27
InuYasha	Bandai	●●●	68
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◐	35
The Italian Job	**Rockstar**	●●●●●	**57**
Jackie Chan Stuntmaster	Midway	●●●◐	30
Jade Cocoon	Crave	●●●◐	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	**Acclaim**	●◐	**38**
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	**Sony CEA**	●●●◐	**3**
Jet Moto 3	989 Studios	●●●◐	26
Jigsaw Madness	XS Games	●●	70
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◐	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◐	28
K-1 Revenge	Jaleco	●●◐	18
Kagero: Deception II	Tecmo	●●●●◐	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◐	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters 99	Agetec	●●●●	41
KISS Pinball	Take-Two	●◐	46
Klonoa	**Namco**	●●●●●	**6**
Knockout Kings	EA Sports	●●●◐	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◐	23

GAME	PUBLISHER	SCORE	ISSUE
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing	TDK Mediactive	●●●	46
The Land Before Time: Return to Great Valley	Sound Source	●●◐	39
Largo Winch .//Commando Sar	Ubisoft	◐	57
Legacy of Kain: Soul Reaver	**Eidos**	●●●●◐	**25**
The Legend of Dragoon	Sony CEA	●●●●◐	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◐	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◐	46
Lego Rock Raiders	Lego Media	●	37
Lilo & Stitch	Sony CEA	●●●◐	59
The Lion King: Simba's Mighty Adventure	Activision	●◐	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◐	4
Looney Tunes Racing	Infogrames	●●◐	39
Looney Tunes: Sheep Raider	Infogrames	●●◐	51
The Lost World: Jurassic Park	**Electronic Arts**	●	**2**
Lunar: Silver Star Story Complete	Working Designs	●●●●◐	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	**EA Sports**	●●●●	**2**
Madden NFL 99	EA Sports	●●●●◐	13
Madden NFL 2000	**EA Sports**	●●●●●	**25**
Madden NFL 2001	**EA Sports**	●●●●●	**37**
Madden NFL 2002	EA Sports	●●●●◐	49
Madden NFL 2003	EA Sports	●●●●	62
Madden NFL 2004	EA Sports	●●●●	74
Marble Master	Conspiracy	●●◐	69
Martian Gothic: Unification	Take-Two	●●●◐	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◐	18
Marvel vs. Capcom EX	Capcom	●●◐	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◐	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	●●◐	45
Mass Destruction	ASC	●●◐	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◐	2
MDK	Playmates	●●◐	3
Medal of Honor	**Electronic Arts**	●●●●	**27**
Medal of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◐	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◐	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◐	41
Mega Man X6	Capcom	●●●	53
Men in Black–The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	**Konami**	●●●●●	**14**
Metal Gear Solid: VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	**Midway**	●●●●●	**5**
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
Miracle Space Race	Mud Duck	●	71
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◐	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLB 2003	Sony CEA	●●●●	60
MLB 2004	Sony CEA	●●●●◐	70
MLB Bottom of the 9th 99	Konami	●●●◐	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Mobile Armor	Agetec	●	70
Mobile Light Force	XS Games	●●●◐	69
Monaco Grand Prix	Ubisoft	●●●◐	21
Monkey Hero	Take-Two	●●	18
Monkey Magic	Sunsoft	●	29

REPLAY FORUM

SPY HUNTER 2

Hey, I really got into *Spy Hunter 2*, and I even found some cheats for you guys. So anyone else out there kicking it in *Spy Hunter 2*, here're some codes.

Pause the game and enter the following:

Infinite ammo:
R1, L1, R2, R2, L2, R1, L1, R2, L2

Invincible: L1, L1, L1, R2, L1, R1, R1, L1, L1, R2

If you wanna unlock all the missions and weapons, go to the Main menu and key in: L1, R2, L2, R1, R1, L2, R2, L1

Hope you enjoy! *OPM*'s the best!

Johnny Carre
Ontario, CA

Thanks for the spy hookup!

SPAWN

I'm the biggest Todd McFarlane fan ever! Here're some cool cheat codes for *Spawn*!

All weapons:
Up, Down, Left, Right, Left, Right, Left, Left

Infinite ammo:
Up, Down, Left, Right, Up, Left, Down, Right

Infinite health/necroplasm:
Up, Down, Left, Right, Right, Left, Down, Up

Unlock all comics:
Up, down, Left, Right, Right, Left, Left, Up

Unlock all missions:
Up, Down, Left, Right, Left, Left, Right, Right

Sam Bullock
New York, NY

As they say in comics, "Thanks, True Believer!

GAME	PUBLISHER	SCORE	ISSUE
Monopoly	**Hasbro**	●●●	**5**
Monster Bass!	XS Games	●●	70
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◐	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◐	41
Monster Seed	Sunsoft	●●◐	20
Monsters, Inc.	Sony CEA	●●●◐	51
Mort the Chicken	Crave	●◐	41
Mortal Kombat: Special Forces	Midway	●◐	36
Mortal Kombat 4	**Midway**	●●●◐	**11**
Mortal Kombat Trilogy	Midway	n/a	n/a
Moto Racer	**Electronic Arts**	●●●●●	**3**
Moto Racer 2	Electronic Arts	●●●●◐	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take-Two	●	48
Motocross Mania 2	Gotham Games	●●◐	72
Motorhead	Fox Interactive	●●●◐	14
Mr. Domino	Acclaim	●●●◐	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◐	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◐	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV's Celebrity Deathmatch	Gotham Games	●	76
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◐	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	●●◐	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics 98	Konami	●●	6
❺ **Namco Museum Vol. 3**	**Namco**	**n/a**	**n/a**

Did you know that Dig Dug is Mr. Driller's dad? Seriously, it's true! Think about that the next time you get a Dig Dug shirt. In fact, why don't you tell that wonderful fact to the cute girl at the register next time you go to Hot Topic?

GAME	PUBLISHER	SCORE	ISSUE
NASCAR 98	**EA Sports**	●●●●	**3**
NASCAR 99	**EA Sports**	●●●●	**14**
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◐	38
NASCAR Heat	Hasbro	●●●◐	40
NASCAR Rumble	Electronic Arts	●●●◐	31
NASCAR Thunder 2002	EA Sports	●●	52
NASCAR Thunder 2004	EA Sports	●◐	74
NBA Fastbreak 98	Midway	●●◐	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone 98	Konami	●●◐	7
NBA In the Zone 99	Konami	●●●◐	19
NBA In the Zone 2000	Konami	●●◐	28
NBA Live 98	EA Sports	●●●●◐	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◐	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◐	53
NBA ShootOut 98	Sony CEA	●●●◐	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◐	39
NBA ShootOut 2002	Sony CEA	●●●◐	50
NBA ShootOut 2003	Sony CEA	●●●◐	63
NBA ShootOut 2004	Sony CEA	●●●◐	76
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four 99	989 Studios	●●●◐	18
NCAA Final Four 2000	989 Studios	●●●◐	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◐	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◐	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15

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PlayStation 2

XBOX

MIDWAY

REPLAY

Good riddance.

874 The number of PSone reviews that are available on 1up.com.

GAME	PUBLISHER	SCORE	ISSUE
NCAA GameBreaker 2000	989 Studios	★★★	25
NCAA GameBreaker 2001	Sony CEA	★★½	37
NCAA March Madness 98	EA Sports	★★★★	7
NCAA March Madness 99	EA Sports	★★★	18
NCAA March Madness 2000	EA Sports	★★★★	29
NCAA March Madness 2001	EA Sports	★★	41
Nectaris: Military Madness	Jaleco	★★★★	17
Need for Speed III	**Electronic Arts**	★★★★	**8**
Need for Speed: High Stakes	**Electronic Arts**	★★★★½	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	★★★½	33
Need for Speed: V-Rally	Electronic Arts	★½	3
Need for Speed: V-Rally 2	Electronic Arts	★★★½	28
Newman/Haas Racing	Psygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	**Midway**	★★★★★	**13**
NFL Blitz 2000	**Midway**	★★★★★	**24**
NFL Blitz 2001	Midway	★★★½	38
NFL GameDay 98	**Sony CEA**	★★★★★	**1**
NFL GameDay 99	989 Studios	★★★★	13
NFL GameDay 2000	989 Studios	★★★★	25
NFL GameDay 2001	989 Studios	★★½	37
NFL GameDay 2002	Sony CEA	★★	49
NFL GameDay 2003	Sony CEA	★★★★	62
NFL GameDay 2004	Sony CEA	★★	74
NFL Xtreme	989 Studios	★★	11
NFL Xtreme 2	989 Studios	★½	24
NHL 98	EA Sports	★★★★	2
NHL 99	EA Sports	★★★★½	15
NHL 2000	EA Sports	★★★★	26
NHL 2001	EA Sports	★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	**Sony CEA**	★★★★★	**2**
NHL FaceOff 99	989 Studios	★★★★	14
NHL FaceOff 2000	989 Studios	★★★★	26
NHL FaceOff 2001	Sony CEA	★★★★½	38
NHL Rock the Rink	Electronic Arts	★★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★½	3
Nightmare Creatures II	Konami	★★	33
Ninja: Shadow of Darkness	Eidos	★½	15
Nuclear Strike	Electronic Arts	★★★★½	3
O.D.T.	Psygnosis	★½	15
Oddworld: Abe's Exoddus	GT Interactive	★★★★½	15
Oddworld: Abe's Oddysee	**GT Interactive**	★★★★	**1**
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★½	50
Pac-Man World	**Namco**	★★★★½	**25**
Pandemonium! 2	Midway	★★★½	3
Panzer Front	Agetec	★★★½	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	★★★★	**12**
Parasite Eve II	Square EA	★★★★½	37
Patriotic Pinball	Gotham Games	★★½	70
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★½	41
PGA Tour 98	EA Sports	★★★	3
Phix: The Adventure	Agetec	★½	74
Pinobee	Konami	★★	68
Pipe Dreams 3D	Empire Int.	★★	52
Pitfall 3D	Activision	★★	9
Planet of the Apes	Ubisoft	★★★	63
Play With the Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★½	6
Point Blank 2	Namco	★★★½	20
Point Blank 3	Namco	★★★½	44
Polaris SnoCross	Vatical	★★½	38
Pong	Hasbro	★★★½	27
Pool Hustler	Activision	★★★★	15
Populous: The Beginning	Electronic Arts	★½	21
Porsche Challenge	Sony CEA	★★★½	1
Power Play Sports Trivia	Ubisoft	★★	58
Power Rangers Lightspeed Rescue	THQ	★½	40
Power Shovel	Acclaim	★★★	49
Power Soccer 2	Psygnosis	★★★	5
Power Spike Pro Beach Volleyball	Infogrames	★★½	41
The Powerpuff Girls: Chemical X-Traction	Bam	★½	51
Poy Poy	Konami	★★★	3
Pro 18 World Tour Golf	Psygnosis	★★	19
Pro Pinball: Big Race USA	Empire	★★★½	37
Pro Pinball: Fantastic Journey	Empire	★★★½	37
Pro Pinball: Timeshock!	Take-Two	★	10
Psybadek	Psygnosis	★★	15
Punky Skunk	Jaleco	★★★	6
Putter Golf	Agetec	½	53
Puzzle Star Sweep	Agetec	★★½	43
Puzznic	Mud Duck	★	71
Q-Bert	Hasbro	★★½	28
Quake II	Activision	★★★★	27
R-Type Delta	Agetec	★★★★½	23
R-Types	Ascii	★★★½	17
R4: Ridge Racer Type 4	Namco	★★★★	20
Racing	Agetec	½	43
Rage Ball	Agetec	★½	68
Railroad Tycoon II	Take-Two	★★★	30
Rainbow Six	Red Storm	★	27
Rally Cross 2	989 Studios	★★★½	15
Rampage	Midway	★★½	4
Rampage 2: Universal Tour	Midway	★	21
Rampage Through Time	Midway	★½	36
Ray Tracers	THQ	★★★	5
RayCrisis	Working Designs	★★★	38
Rayman 2: The Great Escape	Ubisoft	★★★★	35
Rayman Brain Games	Ubisoft	★★★	50
Rayman Rush	Ubisoft	★★★	57
Razor Freestyle Scooter	Crave	★★★	41
RC de GO!	Acclaim	★★★★	40
RC Helicopter	Agetec	★½	68
RC Revenge	Acclaim	★★★½	37
RC Stunt Copter	Titus	★★★★	25
Re-Volt	Acclaim	★★	26
Ready 2 Rumble	**Midway**	★★★½	**27**
Ready 2 Rumble: Round 2	Midway	★★★	40
Red Asphalt	Interplay	★½	3
Reel Fishing	**Natsume**	★★★	**3**
Reel Fishing II	Natsume	★★	34
Resident Evil: Director's Cut	**Capcom**	★★★	**2**
Resident Evil 2	**Capcom**	★★★★★	**6**
Resident Evil 2: Dual Shock	**Capcom**	★★★★★	**13**
Resident Evil 3: Nemesis	Capcom	★★★★½	27
Resident Evil: Survivor	Capcom	★½	38
Rhapsody: A Musical Adventure	Atlus	★★★	35
Rising Zan	Agetec	★★★★	24
Risk	Hasbro	★★★★	11
Rival Schools	Capcom	★★★★	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	★★★	**11**
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Mattel	★★★	41
Rocket Power: Team Rocket Rescue	THQ	★½	51
Rogue Trip	GT Interactive	★★★½	14
Roll Away	Psygnosis	★★★★½	13
Rollcage	Psygnosis	★★★½	19
Rollcage Stage II	Psygnosis	★★★½	31
Romance of the Three Kingdoms VI	Koei	★★	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	★	48
RPG Maker	Agetec	★★★★½	35
Rugrats: Totally Angelica	THQ	★★★½	48
Rugrats in Paris: The Movie	THQ	★★★	41
Runabout 2	Hot-B	★	36
Running Wild	989 Studios	★★	14
Rushdown	Electronic Arts	★★	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	½	45
SaGa Frontier	Sony CEA	★★★½	8
SaGa Frontier 2	Square EA	★★★½	29
Saiyuki: Journey West	Koei	★★★½	47
Saltwater Sportfishing	Agetec	★★½	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★½	36
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★½	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★½	54
Shadow Madness	Crave	★★½	19
Shadow Man	Acclaim	★½	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	½	28
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★½	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Shrek: Treasure Hunt	TDK Mediactive	n/a	n/a
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	★★★★	**18**
Silhouette Mirage	Working Designs	★★★½	29
Sim Theme Park	Electronic Arts	★★½	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	★½	49
Sled Storm	**Electronic Arts**	★★★★	**24**
Slots	Activision	★★	72
Small Soldiers	Electronic Arts	★½	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★½	37
Snowboarding	Agetec	★★	43
Sol Divide	XS Games	★★★	68
Sorcerer's Maze	XS Games	★★★½	68
Soul of the Samurai	Konami	★½	24
South Park	Acclaim	★½	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★½	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take-Two	★	52
Spec Ops: Ranger Elite	Take-Two	★	46
Spec Ops: Stealth Patrol	Take-Two	★	34
Speed Punks	Sony CEA	★★★★½	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★½	40
Spider-Man	**Activision**	★★★★★	**37**
Spider-Man 2: Enter Electro	Activision	★★★½	50
Spin Jam	Take-Two	★½	38
SpongeBob SquarePants	THQ	★★	51
Sports Car GT	Electronic Arts	★★½	21
Spyro the Dragon	**Sony CEA**	★★★★	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	★★★★½	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★½	22
Star Trek: Invasion	Activision	★★★★½	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★½	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	★★★	**25**
Star Wars: Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★½	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★½	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Racquetball	Agetec	½	68
Street Sk8er	Electronic Arts	★★½	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44

PSone™ Reviews and Archives now posted on 1up.com.

GAME	PUBLISHER	SCORE	ISSUE
Stuart Little 2	Sony CEA	★★½	60
Suikoden II	Konami	★★★★	26
Super Bubble Pop	Jaleco	★	68
Super Shot Soccer	Tecmo	★★★½	61
Superbike 2000	EA Sports	★½	32
SuperCross 2000	EA Sports	★½	29
SuperCross Circuit	989 Studios	★★★½	28
Superstar Dance Club #1 Hits!!!	XS Games	★★½	67
Surf Riders	Ubisoft	★½	35
Sydney 2000	Eidos	★★	38
Syphon Filter	**989 Studios**	★★★★	**18**
Syphon Filter 2	989 Studios	★★★½	31
Syphon Filter 3	Sony CEA	★★★½	52
T'ai Fu	Activision	★½	19
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★½	12
Tail Concerto	Atlus	★★★½	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★½	49
Tall: Infinity	Agetec	★½	75
Tarzan	**Sony CEA**	★★★½	**24**
Team Buddies	Midway	★★★½	38
Team LOSI RC Racing	Fox Interactive	★★½	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	★★★★	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubisoft	★★½	4
Test Drive 4	**Accolade**	★★★½	**3**
Test Drive 5	**Accolade**	★★★½	**15**
Test Drive 6	Infogrames	★★★½	27
Test Drive: Le Mans	Infogrames	★★½	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★½	29
Threads of Fate	Square EA	★★★½	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★½	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★½	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★½	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★½	45
Tomb Raider II	**Eidos**	★★★★½	**4**
Tomb Raider III	**Eidos**	★★★½	**16**
Tomb Raider: Chronicles	Eidos	★★½	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	★★★½	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	★★★★½	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
Tony Hawk's Pro Skater 4	Activision	★★★★	64
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Turnabout	Natsume	★★★★	69
Twisted Metal III	**989 Studios**	★★½	**16**

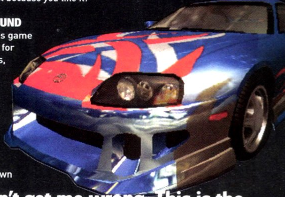
GAME	PUBLISHER	SCORE	ISSUE
Twisted Metal 4	**989 Studios**	★★★★	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
UmJammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17
Urban Chaos	Eidos	★★	33
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubisoft	★★	51
Vigilante 8	**Activision**	★★★★	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubisoft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might & Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	Electronic Arts	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	★★½	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	★★★★	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
The World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27
Worms World Party	Ubisoft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWE Attitude	Acclaim	★★★★	24
WWE SmackDown!	**THQ**	★★★★½	**31**
WWE SmackDown! 2	**THQ**	★★★★★	**40**
WWE War Zone	**Acclaim**	★★★★	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
Yu-Gi-Oh!: Forbidden Memories	Konami	★½	57

READER REVIEWS

Ico feels a need for speed

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone's, so keep it short, be witty, and remember that not every game deserves a five-star rating just because you like it!

NFS UNDERGROUND



"Don't get me wrong. This is the *Mona Lisa* of racing games."

What you said: "This game delivers the need for speed in two ways, while one is enough. After first playing this, I didn't just step out of the the shower the next day, I friggin' flew out as a nude blur down the hall. My brother was horrified and scarred for life.

The other need for speed I received after pressing the NOS the first time—an event that should be branded in my mind till I die, like *Midnight Club 2*'s first shot of it, which morphed the Citi into a hurtling rocket and morphed the city into a whizzing load of hog crap. On the other hand, *NFSU*'s nitrous is simply a speed-enhancing example of how a vehicle farts after it downs a bean burrito.

I was also led to believe anybody in a car is a mindless sack of lard. In one race there was a simple fork in the road, hardly an obstacle at all; one other dude was on my left and was going left, like me. But at the last second, he tries to take a *right* and hauls his wannabe pimp car into me, resulting in a loss for both of us.

Don't get me wrong. This is the *Mona Lisa* of racing games. It's well polished, fast, and a heck of a lot of fun. With EA behind the wheel, we could have had perfection."

Your Score ★★★★½

Gerald Naylor
GerNay@aol.com

What we said: "After playing *NFSU*, all other racing games seem slow. Only *Midnight Club 2* can keep up when it comes to thrills, but even it doesn't show the same kind of style seen in *NFSU*."

Our Score ★★★★½

ICO

What you said: "Recently, I have begun to lose my faith in the videogame industry. I still play videogames—I just finished *Final Fantasy X-2*—but it seems like nowadays every game out there is a franchise game, a remake of an old game, or a game that is trying to catch up with a fad in videogames. This depresses me a great deal. I have always been a fan of quirky games that break the mold or revolutionize their genre, but those are in short supply these days.

Oh yes, back to the point: I was in a comic shop one day and happened upon a certain well-recommended game for $10; it was *Ico*. Seeing how you people are always praising it, I picked it up. I had played the demo and thought it was nothing special, but when I played the game it all just fell together: the hauntingly sparse environments and ingenious controls. It had a great story that was told not through fancy rendered cinemas but through gameplay, and the characters grew on you without ever really saying anything! It was unlike anything before it. I finished the game and am now hanging on to every rumor about its second coming. In conclusion, *Ico* reignited my love of videogames (not just preference towards them), now an unbridled passion!

Your Score ★★★★★

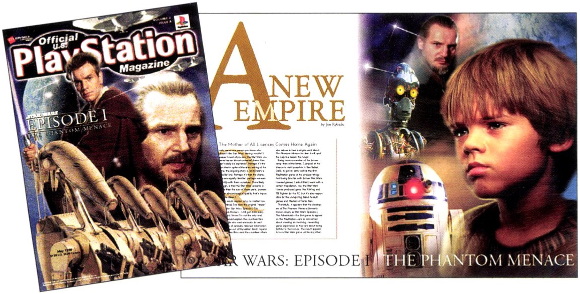
Kyle O'Reilly
boilerman88@msn.com

What we said: "It's a revolutionary game design, a perfect showcase for the system, and a must-have for anyone's library—but more importantly, it's simply a beautiful, challenging, enthralling game. What else matters?"

Our Score ★★★★★

P.S. Equal parts nostalgia and shame.

QUOTE OF THE MONTH, MAY 1999 "Dear *OPM*, In my school we are writing to companies to request information about their products. I chose *OPM*. The product I would like to know about is Kellogg's Cereal. Can you please send me information on Kellogg's Cereal?"


Official U.S. PlayStation Magazine
Star Wars Episode I The Phantom Menace
A NEW EMPIRE
The Mother of All Licenses Comes Home Again
STAR WARS: EPISODE I THE PHANTOM MENACE

PlayStation
ELECTRONIC ARTS
NEED FOR SPEED HIGH STAKES

PlayStation
ELIMINATOR
VICIOUS ARENA COMBAT

REWIND

We're gonna party like it's May of 1999

Think back, way back, before George Lucas tore our collective hearts out, ran them through a paper shredder, and fed them to that unspeakable horror named Jar-Jar, who took a break from torturing kittens and bathing in their blood to help make fans of quality cinema cry. Yes, as hard as it may be to believe now, there was a time when we were actually excited about the *Star Wars* prequels and the games they foretold. Yeah, sorry about that.

A NEW EMPIRE

What can we say? We were young and naive. The movie sounded interesting and the game looked like it could be a throwback to the classic LucasArts adventures of old. Boy, were we way off—on both counts. Turns out *The Phantom Menace* was a profoundly disappointing film, and the game (while moderately entertaining) was nothing special, either. Hey, at least we eventually got *Starfighter* out of the deal!

PS WHO?

At long last. On March 2, 1999, Sony demonstrated the power of the (then-unnamed) PlayStation 2. In a mind-blowing display of power, the company took a pre-rendered CG cinematic from *Final Fantasy VIII* and ran it in real time on the PS2 hardware. Our favorite part of the demo was when a journalist asked Ken Kutaragi how many controller ports the PS2 would have. His response: "How many do you want?" Apparently, the answer was "two."

We also saw an amazingly detailed close-up of an old man, courtesy of Square; it ran on PS2 hardware, but it's clear that Square used these resources in *The Spirits Within*.

PREVIEW HIGHLIGHTS

Driver made its first appearance this month, as did *Ape Escape*, *Dino Crisis*, *Ace Combat 3*, and *Xena: Warrior Princess*. Oh, the memories.

REVIEW HIGHLIGHTS

Need for Speed: High Stakes and *Triple Play 2000* tied for top honors, with four-and-a-half discs each. Other notables included the incredible-looking but simplistic *R4: Ridge Racer Type 4* and *Hello Kitty's Cube Frenzy*. We're not sure about that second one, actually.

REVIEW LOWLIGHTS

Big Air, published by the now-defunct Accolade, carried the torch for the interminable Crappy Snowboarding Games genre. Meanwhile, *Eliminator*, from the now-defunct Psygnosis, was all about driving...and shooting... stuff. Trust us, it was boring as hell. Both games got a disc and a half, and that was generous.

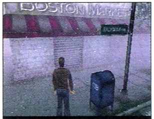
Also noteworthy was the debut of the three-disc-rated *Army Men 3D*, from the now-defunct 3DO. We had such high hopes that the series could be turned around with a little bit of time and polish. What a bunch of saps we were.

DEMO-LITION

Oh, how quaint: PS1 demo discs! This month's edition featured the overlooked *Ehrgeiz*, a neato (if somewhat simple) fighting game from Square. We also showed off *Legend of Legaia*, the underrated RPG from Sony with that wacky real-time hand-to-hand combat system. In addition, we had playables of *Gex 3* and *Contender*, and that's really all that needs to be said about either of those games. The disc also included videos of *Centipede* and *3Xtreme*. On an entirely unrelated note, May of 1999 also saw an unexplained spike in emergency eye surgeries.

CHART TOPPERS

The best-selling PS1 game (for the second month in a row!) was THQ's *WCW/nWo Thunder*—a game that earned a whopping score of one disc out of five from us. This was followed by *Frogger* in the No. 2 spot. Yes, sadly, this time of year has always been a bit slow.



CAPTION CONTEST WINNER

"Mmmm...a Demon Baby Carver Sandwich sure would hit the spot right now." —Jason Walstrom, Fort Worth, TX

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Atari	www.atari.com	47, 49, 51, 62-63
Capcom USA, Inc.	www.capcom.com	37, 124
Collins College	www.collinscollege.edu	39
Eidos Interactive, Inc.	www.eidos.com	4-5
Electronics Boutique	www.ebgames.com	33
Famous Footwear	www.famous.com	17
Full Sail Real World	www.fullsail.com	19
JAKKS Pacific Inc.	www.jakkspacific.com	31
Koei Corporation	www.koei.com	64-65, 87
Konami America	www.konami.com	69, 71, 73
Midway Games, Inc.	www.midway.com	12-13, 42-43
Nestle Food Company	www.butterfinger.com	61
Nyko Technologies Inc.	www.nyko.com	123
Sammy Studios, Inc.	www.sammyusa.com	20-21
Sony Computer Entertainment	www.scea.com	2-3, 22-23
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Square Enix USA	www.square-enix-usa.com	55, 57, 58-59
Take 2 Interactive Software	www.take2games.com	103
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JEAN RENO AND TAKESHI KANESHIRO

TWO HEROES, ONE DESTINY

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500 AD
1500 AD

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PlayStation 2
NTSC U/C
ONIMUSHA 3
DEMON SIEGE
MATURE 17+
M
CONTENT RATED BY ESRB
CAPCOM

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence

PlayStation 2

CAPCOM
capcom.com/onimusha3

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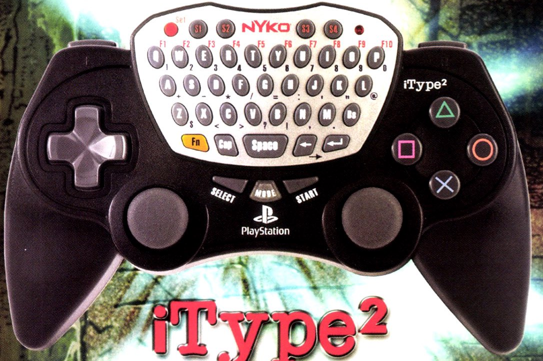
★★★★ "Ever wish you had a keyboard handy, just for online chats? Here's your solution."
iType2, Official U.S. PlayStation Magazine, January 2004

Choose Your Weapon Wisely...



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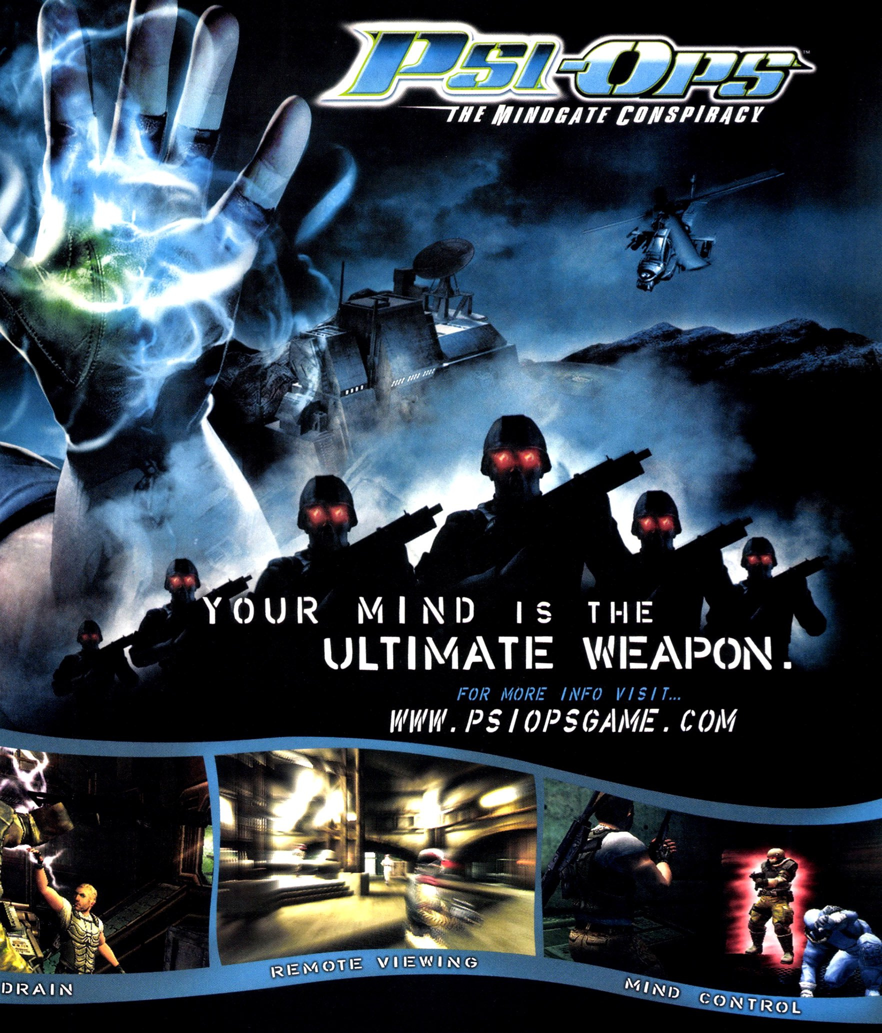
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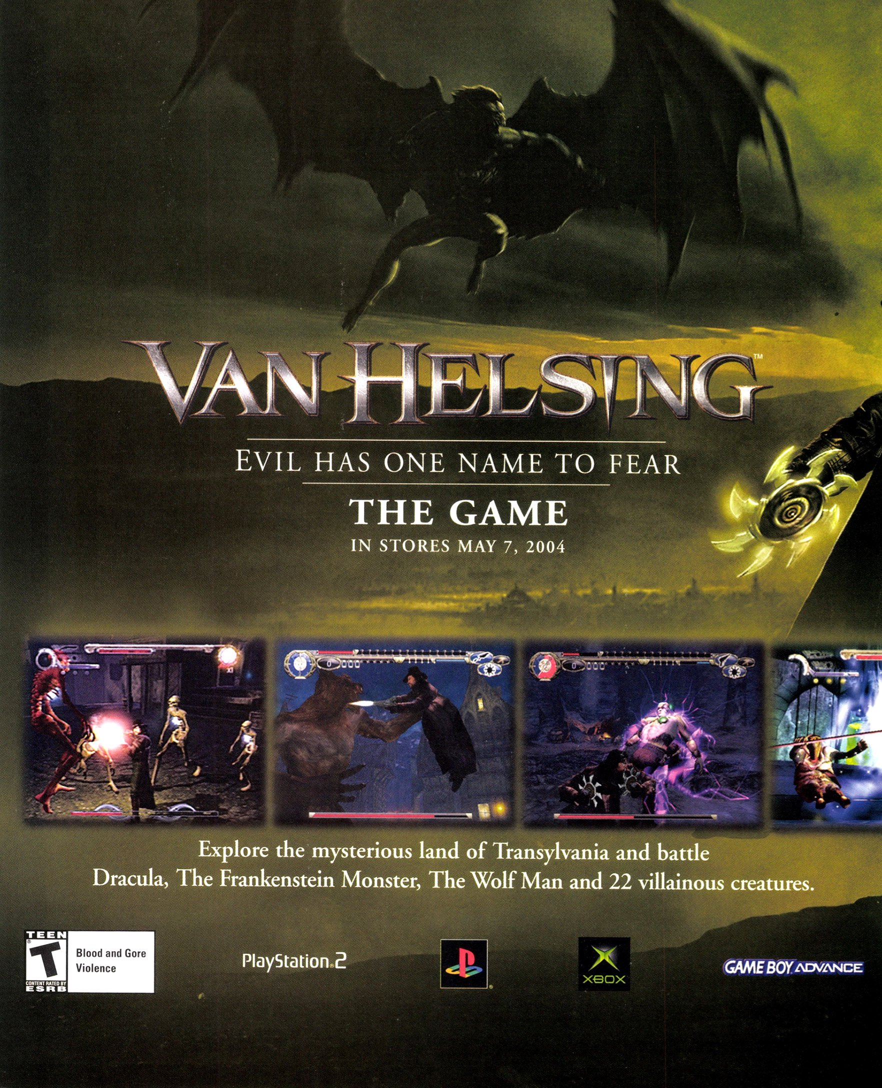

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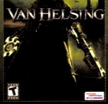

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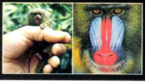
INPUT

Everyone likes letters about monkeys.

DID YOU KNOW?
The smallest type of monkey is a marmoset. The largest is a baboon.



PLAYABLE PS2 DEMOS!
THE GETAWAY 2
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DRIV3R
RAINBOW SIX 3
ASTRO BOY
JAPAN'S BIGGEST HERO REBORN IN THE U.S.A.
SAMURAI JACK
SEGA BRINGS SASHIMI SCI-FI TO PLAYSTATION 2

Our exclusive first look at *Sly 2: Band of Thieves* really excited JeffThePS2Gamer: "I cannot wait," he enthuses. "If Sucker Punch can add everything they want to and make it work well, then we will have yet another great game that is exclusive to the PS2." Others are a bit more cynical. "They better punch it *waaaay* up, since No. 1 wasn't even truly groundbreaking," says looksocool.

Chain Dive

CHAIN LETTER

LETTER OF THE MONTH

I recently got my April 2004 issue and checked out *Chain Dive*, the Japanese import on the demo disc. I have only two words for you: f---ing sweet.

I haven't had this much fun with a import since the *Space Fisherman* demo last year. This game makes *Shinobi* look like child's play. It has great graphics, excellent gameplay, and I especially dug the background music. Plus, I really like the *Spider-Man/Shinobi* cross. It gives the game its own uniqueness. My only regret is that I couldn't understand what was going on. Besides that, the demo was perfect.

If Sony has any sense at all, it should bring this game to the U.S. It's refreshing, fun, and kickass. If needed, I'll get a petition and make Sony bring this game here.

Out of all the imports out there, *Chain Dive* deserves to have a home in the U.S.

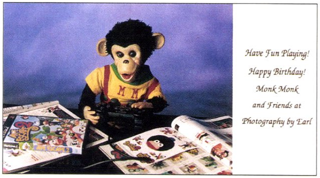
Chip Vaughn
via e-mail

Chip's letter is just one of many we received voicing a love for *Chain Dive*. Which begs the question: Can we expect more import games on future demo discs? "We'll continue to try," says Gary Barth, senior producer at PlayStation Underground. "But they're hard to get."

MONKEYS!

Ape Escape 2 is a great game! Here's the card my photography studio sends to kids. We do a different one each year, and this is the first videogame one. Your magazine is on the table.

John Earl
Tuscaloosa, AL



Thanks, John. And keep on making those game-related cards! We'd recommend your next one not have a *Manhunt* theme, though. Not so good for the kids.

SAMMY SOSA: LOADED

Out of random curiosity, since Sammy Sosa is the cover boy for *MLB Slugfest: Loaded*, does this mean that baseball games will finally have a "Corked Bat" option? I would love to finally have my created player cheat his way to the top of the MLB!

Scott Schlaufman
via e-mail

Well, remember this, Scott: It's *SlugFest*. It can't be *too* realistic, now can it?

METAL GEAR COPYCAT?

I was reading every page of issue 78, (well not *every* page—I don't like the sports stuff), when I realized that the game *Spy Fiction* has similar side menus and status bar that *Metal Gear Solid* does. I guess what I'm trying to say is, why? Are they trying to be "game poseurs," or does it in anyway have anything to do with *Metal Gear Solid*?

Ben Lamb
via e-mail

The game has nothing to do with *Metal Gear Solid* at all. However, you really can't deny the influence of Konami's revolutionary series on *Spy Fiction*. Whether or not that's a good thing or bad thing remains to be seen.

UNDER THE RADAR

Last month, I got the March magazine and opened up the demo disc. I tried *Metal Arms*. Holy crap! It's awesome! There's so much to do! I love it! And you guys said that the demo was only one level of the game? Whoa!

Joe Peplowski
via e-mail

Of all the games to come out last year, *Metal Arms* certainly ranks among the least hyped that actually *deserved* hype. If you like third-person shooters, it's definitely worth picking up. An added bonus: cussing robots.

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GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at playstationmagazine.com.

GRAND THEFT AUTO: SAN ANDREAS

On March 1, the news of the next *Grand Theft Auto* breaks: "*Sin City* is dead," relays **_Cyrus_**. "They better have some good stuff in store for us [with *San Andreas*], because I ain't buying a slightly aesthetically altered *Vice City* clone."

"I wouldn't be surprised if the next *GTA* blows *Vice City* right out of the water," responds **thecowardlyninja**.

"Hmmmph," comments **68angst**. "*Sin City* just seemed so much more 'fitting' with Rockstar...bummer. Oh well, here's to hopin' it will have some kind of online minigames!"

arsenalgear4079 puts its simply: "No innovation, no purchase. Simple as that for me."

"I'll buy it no matter what," enthuses **t51981**. "I just hope it's not toned down because of all the people bitchin' about the last games."

THE SHIELD

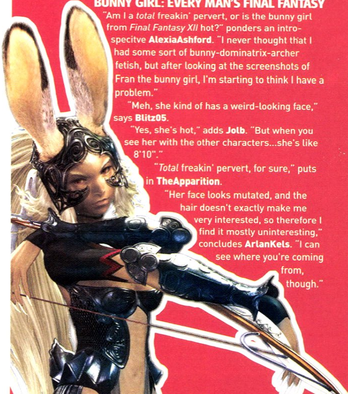
Upon learning about Sammy's new game based on *The Shield*, **oralb808** has the same reaction as many fans of the show: "Jaw, meet floor. Floor, say hello to jaw. Add this to the rumors of a *24* game, and you've got two potentially mediocre games based off of the most rocktastingist TV shows prominently featuring firearms. Hell, what do i care? As long as the game gives fans of the show something interesting, I'm *so* there. *The Shield* owns every cop drama that's ever come out in the history of television."

"It better not suck," **Archangel_2** "contributes."

"I'd be digging me some *Shield* if they can make it without it being full of major suckage," says **ohJTBehaaave**. "Sammy is doing it? Refresh me on why I should be excited by them doing the game."

"I wonder if there will ever be a game based on UPN's new series *Game Over*," says a wry **DatMonkey**.

And no one's more excited than **NewOrleansROB**: "THIS YEAR JUST GOT GREAT!!!!!!!!!!!!!!!!!!!!!!!"



BUNNY GIRL: EVERY MAN'S FINAL FANTASY

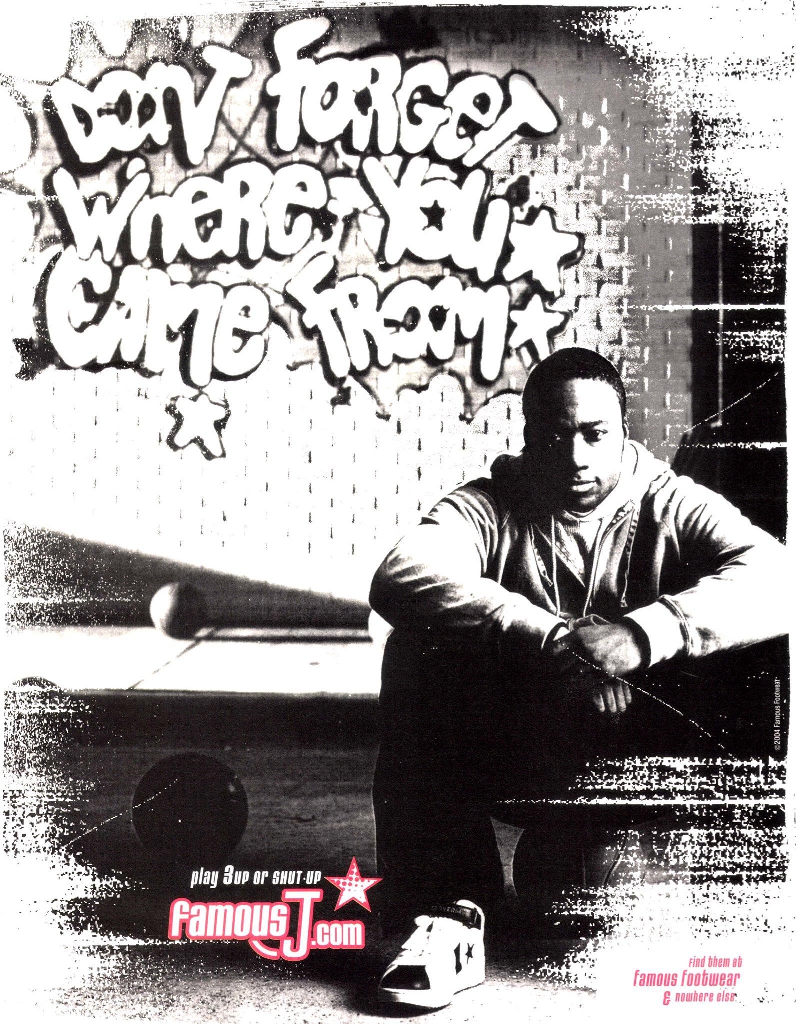
"Am I a *total* freakin' pervert, or is the bunny girl from *Final Fantasy XII* hot?" ponders an introspecitve **AlexiaAshford**. "I never thought that I had some sort of bunny-dominatrix-archer fetish, but after looking at the screenshots of Fran the bunny girl, I'm starting to think I have a problem."

"Meh, she kind of has a weird-looking face," says **Blitz05**.

"Yes, she's hot," adds **Jolb**. "But when you see her with the other characters...she's like 8'10"."

"*Total* freakin' pervert, for sure," puts in **TheApparition**.

"Her face looks mutated, and the hair doesn't exactly make me very interested, so therefore I find it mostly uninteresting," concludes **ArlanKels**. "I can see where you're coming from, though."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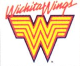
Never shoot your Network Adaptor with a paintball gun.



COPYRIGHT INFRINGEMENT? This is the logo of the now-defunct Wichita Wings of the Major Indoor Soccer League. Rumor has it, they commuted via invisible jet.

ASK US ANYTHING!

From Network Adaptors to mechs

DON'T MAKE ME PLAY THE PC VERSION!

Q. I was wondering if it would be possible to play *Final Fantasy XI* with a router connected to my PS2 instead of buying the Network Adaptor for it. Or do you have to *have* the network adapter for it? If I have to have the Network Adaptor, then I'm just gonna buy the PC version instead...even though i really want the PS2 version.
Steve James
via e-mail

A. Looks like you're playing the PC version. The Network Adaptor is required. We're curious, will your online character have two first names as well?

PAINTBALL DEMANDED

GOTCHA! THE SPORT!

Q. Are they ever going to make a paintball videogame for PS2? And if they do, can you make sure it's online (broadband only, PLEASE!)? I think it would be pretty cool, running and sliding, and popping up up to fire off 50 rounds in 4 seconds.
Paintballspyder
via e-mail

A. Don't paintball and games like *SOCOM* pretty much serve the same purpose, though: to shoot people without really filling them with lead? We'd say it's doubtful a paintball PS2 game will ever come to be...though it has happened before on another system. *Waaaaay* back in 1987, LJN released a sucky NES game called *Gotcha! The Sport!* that utilized the system's Zapper light-gun peripheral.

SOMETHING ONLY THIS GUY CARES ABOUT

Q. I was wondering just how many mechs you can get on the PS2 game *Gungriffon Blaze*. So far I have four: High-Macs 3, Type 9 & 13, and Jagd Panther—with 52 medals under my belt.
Zeta Milhoan
via e-mail

A. Those are the only ones we're aware of, too. So we'll go with four—which also happens to be the approximate number of people who actually bought that game!

OPM'S CHOCOBO-BO?

In your preview of *Final Fantasy XII*, there is a screenshot of a judge riding on a chocobo, and the caption says, "Remember when chocobos used to just say 'Wark!'?" In other *Final Fantasy* games, chocobos never said "wark." They have always said "kweh," not "wark." Trust me, I should know, having ridden on one all over the world of *Final Fantasy IX*.
Steven J. Grenleski
via e-mail

Trust us, Steven. If anyone would know, it would be us, having ridden on one all over the worlds of pretty much every freakin' *FF* before part *IX*.

Little known fact: Chocobos say more than just "wark" and "kweh."

THE GREAT INDOORS

So I picked up my copy of *Winning Eleven 7* a couple days ago, and I have got to admit, this game is simply amazing! The ads weren't lying when they said the best just got better—it did that and so much more. Unfortunately, I was kind of disappointed to see no indoor feature. For many years after the release of *Striker 96*, I've been let down by game companies that either refuse to—or just can't—add an indoor league to their latest releases. There is no doubt that *Winning Eleven 7* is the best soccer game out, but without an indoor league, that isn't much to brag about. Let's hope *Winning Eleven 8* can fix that.
Dave Engler
via e-mail

It might be a cool addition, but with only nine teams competing in America's Major Indoor Soccer League, there just isn't much demand. You'd sooner see Arena Football League games in *Madden*, we think.

METAL GEAR "THEORY"

If you have as much time as me, then you've figured out that the upcoming *Metal Gear Solid 3: Snake Eater* is of the *actual* Solid Snake and *not* Big Boss, like many people seem to think because of the year it's set in. But in fact, *Metal Gear Solid 2: Sons of Liberty* was dated in 1967 because Solidus talks about the birth of our nation being 200 years ago, and our nation's founding father George Washington was declared president on that spot, as Solidus says, in the year 1867. Thus, the game has to be dated in 1967, not 2000 or whatever like most people thought. Also, Solid Snake was 36 in *Metal Gear Solid 2*, so in the new one he is in his 20s, and it is possible that it is him.
The Infamous Stalker X
via e-mail

Er...huh? There's still no confirmation that "Solid Snake" in *MGS3* is Big Boss, but your points against it are just plain wrong. *Metal Gear Solid* was definitely set in 2010 and *MGS2* a couple years later, making Solid a wee li'l one circa 1967. Meanwhile, Big Boss became notorious during Vietnam, a '60s war. Also, when confronted with the Big Boss theory at Tokyo Game Show, *MGS* creator Hideo Kojima said that our thoughts are "on the right track." Then again, Kojima does love distributing misinformation. So really, who the hell knows?

ARCADE GAMES MUST RULE AGAIN

There once was a time when arcade games ruled. I love new games, but I would love to have more old games—and not just *really* old games. Now, don't get me wrong, but how many times do we get a compilation with *Ms. Pac-Man*, *Frogger*, *Gauntlet*, or others like that? I remember back in the Super NES days when an arcade game would come out on the system, and I would think, "If only my system was stronger, this would be just like the arcade." Yeah, we love *Paperboy*, but give us something different—and not 30 games with dots on the screen.
Bobby Greene
Patterson, NC

COUPLES WHO PLAY TOGETHER STAY TOGETHER

Sometimes they even get married

LISA

Favorite Game: *Tekken 4*
Fondest Gaming Memory: Playing *Tekken 2* with my cousin Joqqsh (no typo), and making Law spaz out by jumping back and forth while I made Bruce Lee noises until time ran out.

My mom bought me a Nintendo when I was 6, which I wasn't allowed to play for three days until she had beaten *Super Mario Bros.* The first console I could call my own was a TurboGrafx-16, and I couldn't stop playing *Bonk*. Creepy caveman. PlayStation was next (#$!@ the in-betweeners), where I discovered *Tekken*. I also loved freaking out my mom while playing *Doom* by screaming "They're coming!" She would scream and have her player run around everywhere and shoot at things that weren't there. Then came PS2, and I discovered all the corny games you could find, and I'm still loving them all.

ERIK

Favorite Game: *The Lord of the Rings: The Return of the King*
Fondest Gaming Memory: Spending hours walking between cabins and meeting death at the hands of Jason countless times in that awful *Friday the 13th* game.

I started out with *Duck Hunt*, before getting an old Atari. I was at the mercy of joysticks and light guns, and nothing's really changed since, aside from taste and technology. I would lose friends when I'd rip out their spleen in *Mortal Kombat* or awkwardly dropkick them in wrestling games. I was a Nintendo diehard until games like *Pokemon Snap* and *Animal Crossing* changed my outlook. However, now when I play my wife at *Tekken Tag*, I have to be in the mood to be bruised and battered—she insists on giving me real-life punishment for the punishment I hand down to her team of Eddy and wussy Brian Fury.

US

Favorite Game Together: *Fatal Frame II: Crimson Butterfly*
Fondest Gaming Memory Together: Letting *Fatal Frame II* sit idle while I checked the walkthrough, then hearing Lisa scream "creepy, creepy!" I looked up just in time to see a face onscreen before it was replaced by a slice of half-eaten American cheese which Lisa had thrown for protection. We are addicted to *Fatal Frame II* but also enjoy killing various Sims named after body parts and fluids.

1,363 Words in Wilder K. Wight's original empassioned, anti-anime diatribe. We cut it down to 340.

Sounds like the *Midway Arcade Treasures 2* might just have what you're after, Roberto—all sorts of early '90s goodness. Just turn to page 38 for the lineup.

ANIME: THE HARBINGER OF GAMING'S DOOM

I understand that most games are made in Japan and that the Japanese still haven't gotten over anime. I understand that there are a lot of younger gamers who think anime is the next cool thing. But I've been there and done that.

I despise anime now. It's everywhere! In your magazine, it's next to impossible to go a few pages without seeing the anime style portrayed. I am sick of this! Anime is ugly. It's so unimaginative! Every character looks the same, every story has the same themes, and the gameplay almost always suffers so that the animators can show us cinema after cinema!

I used to enjoy anime back in the late 1980s, but when it suddenly started being manufactured with an American audience in mind, it became cheap, juvenile, and insultingly stupid. Yet games *still* become anime-infused at an alarming rate.

So what's happening? Why are designers bowing to anime fans and taking a dump on the rest of us? Why are aming magazines printing so much of the anime artwork and point of view, and almost ignoring the Western style of gaming? It takes a game like *Grand Theft Auto* to grab the attention away from anime, and that says a lot.

Most of the non-anime games on PS2 are ports from the PC. It's a fact. Games like *Medal of Honor*, *Max Payne*, *Deus Ex*, *The Sims*, and the *Hitman* series were all developed for the PC crowd. The PS2 version is often an afterthought. But what of the PS2 exclusives? Almost all of them are anime or manga influenced, if not outright translations of a particular anime or manga series.

This transformation is a recent phenomenon, and I'm telling you, it's making me want to quit gaming.

What's my choice? Embrace the anime culture? Run around pretending to be a 30-something *Dragon Ball* fan? Stop treasuring gameplay in favor of lengthy anime cinemas?

I'm sorry. I have some dignity left. If this is the state of gaming, then the anime brats can *have* it.

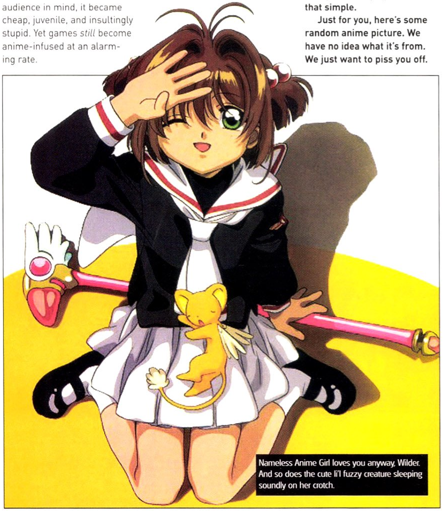
Wilder K. Wight
via e-mail

For someone in his 30s, you're acting like quite the brat yourself, Mr. Wight. Is anime growing in popularity? Yes. Is it here to stay? You bet. But is it taking over gaming as a whole? No way.

Just look at this month's top 20 on page 60. Yes, *Dragon Ball Z: Budokai 2* appears way on down the list. We'll even give you the benefit of the doubt and call *Sonic Heroes* and *Final Fantasy X-2* "anime"—that's 15 percent. But we'd hardly call that dominating.

If you're going to complain about a genre dominating gaming, then try pointing a finger at sports games—there are six of them on this month's top 20 list, seven if you count *Need for Speed*. If you don't like anime games, then just don't play 'em. It's that simple.

Just for you, here's some random anime picture. We have no idea what it's from. We just want to piss you off.


Nameless Anime Girl loves you anyway, Wilder. And so does the cute li'l fuzzy creature sleeping soundly on her crotch.

QUICK HITS

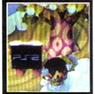
WE THINK HE MEANS "FROM"

Put this in your magazine because I want to see the answers form the people.

Dorkysundae737
via e-mail

We've always thought that there's a certain magic to our Input responses. But they don't have the power to create life.

PS2 SPOTTED IN NINTENDO-LAND!



Hey, check out this sign that I set up in my *Animal Crossing* town. Cool, huh?

Nate Bursztyn
via e-mail

Yup.

BAD GIRLS

Vanessa Carlton needs a spanking, and so does Clish! Have them spank each other. Naughty girls!

GillianSeed
via e-mail

What a ludicrous request. You should be ashamed at yourself for even thinking such a thing! (Besides... you could never get them in the same room together. The logistics of it all just aren't very practical.)

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PlayStation®2

Dimps
DIGITAL INNOVATOR

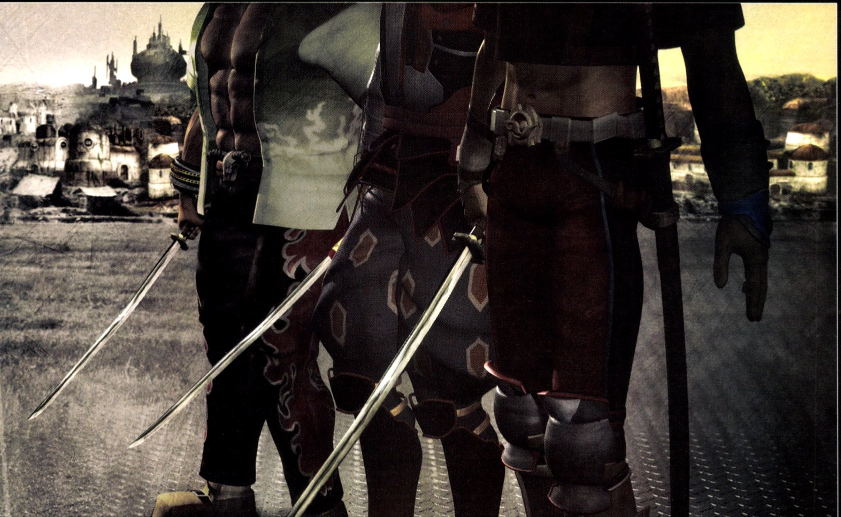
TEEN
T
CONTENT RATED BY
ESRB

Blood and Gore
Violence

NATOE
4
HITS
0:57
TANJEE

Perfect your mastery of the samurai way in heart-pounding melée combat. Become a legend as one of seven warriors making their last stand against a brutal army.

Fight your way through a massive futuristic city, taking on more than 40 unique enemies designed by sci-fi visualist Moebius (*Alien, The Fifth Element*).


The greatest samurai tale of all time.
DIGITALLY REMASTERED.

Inspired by Akira Kurosawa's masterpiece and created in collaboration with world renowned artists, *Seven Samurai 20XX* takes a timeless action tale far into the future.

Enter a cinematic experience full of inspired moments, dazzling special effects and opening and ending theme music by Academy Award® winner Ryuichi Sakamoto (*The Last Emperor*).

七人の侍
SEVEN SAMURAI
20XX

www.sevensamurai20XX.com

Advertorial

SIREN
サイレン
MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence
PlayStation®2

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The ratings icon is a registered trademark of the Entertainment Software Association.

ANSWER THE CALL

CAN YOU RESIST THE CALL OF THE SIREN?

Kyoyu only wanted to learn more about Hanuda's dark legend—not become part of it.

Photographs of actual abandoned towns and mines provide the basis for each setting.

To ensure realism, actors were motion-captured, facial scanned, and voice recorded.

Take out the bloody-eyed shibitos with everyday items from shovels to rocks.

WELCOME TO HANUDA

Somewhere in Japan lies the small town of Hanuda. Well, at least it was *once* there. Before a terrible force enveloped the mountainous village. Before a blood-red sea inexplicably surrounded its borders. Before the Siren called and vanished Hanuda from the face of the earth.

Yet the village still exists. And trust us—you don't wanna be there. If the eerie force behind this mysterious turn of events hasn't yet transformed you into a bloody-eyed shibito, then you're on the run from these undead creatures fueled by evil and hate.

Either way, in *Siren* from Sony Computer Entertainment America, there is no hope.

NO SINGLE HERO

What better way to illustrate the sheer terror of Hanuda's plight than to tell its tale through multiple perspectives? For *Siren*, the Japan-based developers at Sony Computer Entertainment Inc. offer no less than 10 playable characters—anyone from a local teenaged blind girl to a 34-year-old professor of folklore who's visiting town to solve the unexplained disappearance of his parents. As if finding out what's going on *around* him won't be hard enough!

INNOVATIVE STORYTELLING

Nearly 80 episodes compose the blood-curdling adventure—all of which occur out of sequence adding to the intrigue and suspense.

The first scene you play may actually occur near the end. A dead (rather...*undead*) character in an early sequence of events could turn out to be a great ally when his earlier, living incarnation helps you later on. Don't worry—with the help of the Scenario Link Navigator, it'll all make sense at the end of the three horrific days.

CHILLING ATMOSPHERE

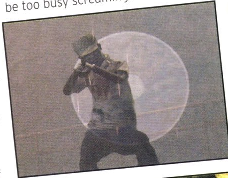
Darkness. It permeates each setting of *Siren*, but provides only the basis for the incessant spooked-out feeling you'll experience throughout your entire visit to Hanuda. Fog, rain, and dew combine to create an almost palpable sense of dampness, and haunting sound effects—wind, footsteps, screams, and more—mix with bone-chilling music to further the creepiness. Enjoy the brief respites offered by occasional light. But don't think for a minute it means you're safe.

SECOND SIGHT

Despite the terrible results of the inexplicable events at Hanuda, one benefit to the living has emerged. With a little thought, any given character has the ability to "sightjack." Using this gift, one can overtake another being's line of sight both to see what lies ahead and to try to discern where one is on the game's vague maps. Be careful, though. Using this power leaves you vulnerable to attack. Sometimes it's wiser to examine your immediate vicinity than to check out what lies hundreds of feet ahead.

SHIBITO INTELLIGENCE

Don't be surprised to see enemies that exhibit group behavior—a shibito is known to call upon comrades when it senses danger. Such scenarios might make you want to stop for a moment to admire *Siren*'s great A.I. But more likely, you'll be too busy screaming.



SPIN

News, views, opinion, wit, and wisdom.

PLA
PEO

Whether it's this month's cover boy *Killzone* or a juicy sequel to a beloved franchise, 2004 is stuffed with high profile, top-quality games unlike any other year. The following list represents (just about) all of the hot properties for the year and introduces you to the people you'll inevitably be hearing from in the coverage you'll see in the coming months. Some of them are familiar faces, some of them you may never have heard of, but all of them will make an impact on your gaming life.

JACOB ANDERSEN
Hitman: Contracts

Jacob who?
He's the lead designer on the upcoming *Hitman: Contracts*, and he was the brains behind *Hitman 2: Silent Assassin*.

Is that a big deal?
Hitman 2, which featured Agent 47 infiltrating targets and killing people in ways that'd make Solid Snake blush, was one of the best action games to come from Eidos since *Tomb Raider 2*. It ended up selling 2 million copies worldwide, saving Eidos' collective ass when *The Angel of Darkness* was delayed.

What's the worst thing that happened during *Hitman 2*'s development?
"The guard-dog graphics got swapped by accident with the regular bodyguard graphics. It looked quite funny having dogs standing around holding Uzis and smoking cigarettes...scary stuff!"

JOHN BATTER
EA LA: GoldenEye 2

Why is he important?
Batter is the vice president and general manager of Electronic Arts' new übercomplex in Los Angeles. Before that, he was the general manager at EA's Redwood Shores studio, where he worked on *Bond*, *Lord of the Rings*, *Knockout Kings*, and *Tiger Woods PGA Tour*.

What do they make at EA LA?
It's a huge studio, but things that would have touched your life recently include *The Lord of the Rings* games as well as *Medal of Honor*.

What's next?
The first thing you'll hear about is the new *GoldenEye* game, designed as a sequel to the extremely successful N64 title that is often credited as being one of the best first-person shooters of all time. EA LA will be revealing the new game, which we have more detail about on page 36, at E3 in May.

STEVE CHIANG
EA Tiburon: Madden

What, another EA guy?

INSIDE SPIN
Your guide to everything PlayStation

30 **Day Planner**
April showers bring May flowers, plus a lot of indoor gaming time.

32 **Watchdog**
Should save-game systems be revamped? John Scalzi thinks so.

36 **GoldenEye 2**
Join forces with Goldfinger, Oddjob, and everyone's fave, Pussy Galore.

40 **Primetime Games**
TV execs hope you want to watch games as much as you play them.

48 **PSP**
When will you get it, and what games will you be able to play?

52 **DVDs**
Good movies, bad movies—we help you decide.

56 **The List**
Who needs a savings account? Eight new objects for you to ogle.

YSTATION PLE

The people behind the big games of 2004

Chiang is the general manager at EA Tiburon, which is significant because they are the guys responsible for *Madden*. Last year, *Madden NFL 2004* sold 1.9 million copies on PS2.

Do they do anything other than *Madden*?
Yes. *NFL Street* is a Tiburon game, and has been a huge success, as have *NASCAR Thunder* and *NCAA Football*.

What's next?
Believe it or not, there's another *Madden* in the works. Who would have expected that? This year we can expect some thoroughly expanded online gameplay to really suck you into EA Sports Nation. The core gameplay engine will probably stay the same this year, but seeing as last year's was almost damn perfect, that's not such a bad thing.

MARTIN DE RONDE
Killzone

Never heard of him?
Neither had we—before a little game called *Killzone*, that is. He's the voice in our heads at Guerrilla Games in Holland.

It's gonna be huge, huh?
It's on our cover this month, and we're pretty excited about it. We think you will be, too. Our friends in Europe are aquiver with excitement about it and rightly very proud of Guerrilla, a team that is, in effect, a totally unproven entity.

Keeping it humble
"Yes, we still have to prove ourselves," de Ronde said in a recent 1UP interview. "I'm very humble in that respect. We haven't delivered the game yet."

NICK EARL
EA RS: LOTR

Something about EARS?
Not EARS, EA RS, as in Electronic Arts Redwood Shores, the EA studio in the Bay Area responsible for *Everything or Nothing* and *Return of the King*.

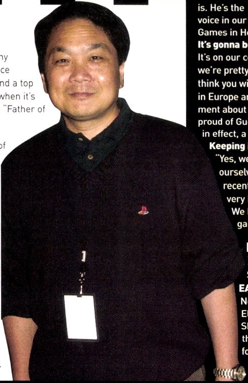
KEN KUTARAGI
PSP, PlayStation 3

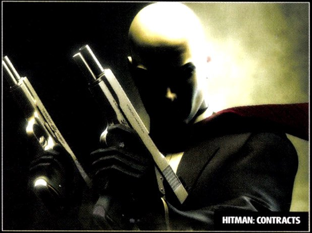
Who's your daddy?
He's president and CEO of Sony Computer Entertainment, a vice president within Sony itself, and a top runner for the No. 1 position when it's vacated. Oh, and he's also the "Father of the PlayStation."

Why should I care?
Well, he did a pretty neat job of inventing the PlayStation and then an even neater job of inventing the PS2.

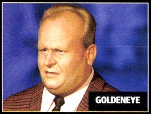
What's he doing next?
The PSP portable system will make its debut at E3 2004, the PSX will get a U.S. release, and the PS3 will, erm, continue to be speculated upon.

He does other things, too
Aside from being a hero to millions for his services to gaming, you can also thank Kutaragi for the LCD projection TV and the dancing lights on your stereo system. Really.

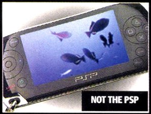



HITMAN: CONTRACTS

MADDEN NFL 2005

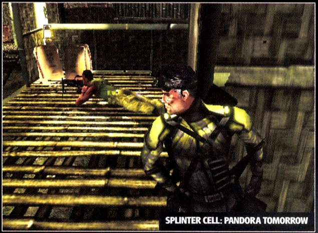

GOLDENEYE

KILLZONE

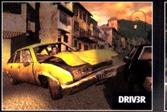

NOT THE PSP

THE LORD OF THE RINGS

DID YOU KNOW?
Astro Boy was the first Japanese TV show imported to the United States. That was way back in 1963.



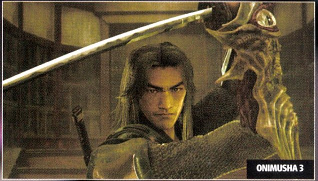
SPLINTER CELL: PANDORA TOMORROW



DRIV3R

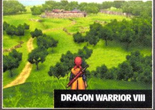
POS 2/6
SCORE 8655
LAP 2/3
SLAM! + 100

BURNOUT 3



ONIMUSHA 3

GOD OF WAR

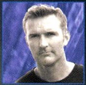


DRAGON WARRIOR VIII

He got to hang out with Heidi Klum and Shannon Elizabeth
Earl was the executive producer on the latest *Bond* game, which means he had to make sure we got the best Bond girls possible. Good man!

What's next?
Among many other projects, one of the big ones that Earl will be talking about in the coming months is the new *Lord of the Rings* game, *Trilogy*.

MARTIN EDMONDSON
DRIV3R



He's the guy behind *Driver*, right?
Yep, he's the big boss man at Reflections Interactive, and he's the producer of *DRIV3R*. (We still can't get used to spelling it like that, either.)

Why is *DRIV3R* such a big deal?
Despite Edmondson's protestations that "*Grand Theft Auto* is such a different game from *Driver*," the fact that *GTA: San Andreas* isn't shipping until October means that the field is wide open for his game to wow us all (much as *True Crime* did last year) with an experience that's the same but different. The Reflections guys all assert that *DRIV3R* is a car-chase simulation, and everyone loves a good car chase. We also like Michael Madsen and have a soft spot for Michelle Rodriguez, too, and *DRIV3R* features them as well, so we're quite happy, thank you.

GUNTHER GALIPOT
Splinter Cell Pandora Tomorrow

The real Sam Fisher?
Not quite, but Galipot is the creative director on *Splinter Cell Pandora Tomorrow*, a game that's going to rock your world.

All for one, one for all
The teams at Ubi are reluctant to offer up a single creative mind behind any of their projects, so *Splinter Cell* doesn't really have a mastermind, like Kojima on *Metal Gear*. Galipot is "Mr. Online Gameplay" for *Pandora*.

Inspired by the *Metal Gear Solid* trailer?
Galipot was inspired when he first saw the trailer for the original *Metal Gear Solid*. "It is as fun to track someone down as it is to sneak," he told our sister magazine *Electronic Gaming Monthly*.

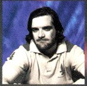
AKIHIRO HINO
Dark Cloud 3, Dragon Warrior VIII

Who is he?
Hino heads up Level-5, a developer that first came on the scene with *Dark Cloud* (PS2's first quality RPG) in 2001. Since then, the studio has mostly busied itself with sequels to that game (the second in the series was our Game of the Month in Issue #66, and the third game will be officially announced at E3 in May), putting all its resources into making *Dark Cloud* the most insanely expansive and free-roaming RPG series this side of *Dragon Warrior*.

Funny we should mention that....
Because, coincidentally enough, Level-5 has been tapped to handle *Dragon Warrior VIII*'s development. Level-5's visual strengths should provide the perfect complement to the *Dragon Warrior* series' ambitious design.

Chiefs and Indians
Hino may call the shots for an up-and-coming development house by day, but he says that when researching MMORPGs, he prefers living his virtual life as a lowly grunt, cheerfully taking orders from others.

SAM HOUSER
Grand Theft Auto: San Andreas



Who is he?
He's the creative director and president of Rockstar Games.

So?
He was one of the minds behind both *Grand Theft Auto III* and *Vice City*, and he was also part of the brain trust that created *Smuggler's Run*, *Midnight Club*, and the entire *GTA* series.

Games for adults
Along with Rockstar partner-in-crime Terry Donovan, Houser will continue to push the gaming envelope with film-quality titles that laugh in the face of convention. Next up: *The Warriors*, and on October 19, *Grand Theft Auto: San Andreas*.

It's official: Games get you laid
Sam met his current love interest at a bar. How'd it happen? He approached, sat down, and said he made videogames. She asked if he'd ever heard of *Grand Theft Auto*; she'd been having trouble beating a particular part. His response: "Yeah, I've heard of it. I made it."

KEIJI INAFUNE
Onimusha 3

How do you pronounce that, then?
"K.G. Ee-Na-Foo-Neh." He's the producer of the *Onimusha* series—and he created *Mega Man*.

Wasn't *Onimusha 2* a flop?
It fared respectably, but not up to Capcom's expectations (the original was the first PS2 title to sell a million copies in Japan). That's why Inafune decided to shake things up for the third game: The prerendered backgrounds are gone, the camera moves around a lot more, and stubbly-faced actor Jean Reno whips the tar out of demons in ancient Japan.

DAVE JAFFE
God of War

Who is he?
He's the director and lead designer at Sony Computer Entertainment, Santa Monica.

Sony makes lots of games; what's he responsible for?
After Singletrac (the team responsible for *Twisted Metal 1* and *2*) disappeared off the face of the Earth, Jaffe is widely regarded as the guy responsible for "putting the band back together" for *Twisted Metal: Black*. Working with the new team, renamed Incog, he helped shape *Black* into one of the finest car-combat games of all time.

What's he doing now?
His next trick is the new franchise *God of War*, which we feature in our Previews section this month. Like *Black*, the new game has some pretty dark and twisted themes, but this time, Jaffe's vision forces the player to make some uncomfortable decisions. *God of War* definitely isn't for the squeamish.

DAVID LAU-KEE
Burnout 3, Black, RenderWare

What does he do?
He's the president of Criterion Software.

Criteri-whosis?
They make a 3D game engine called RenderWare that's used to create a lot of the games you play. *Tony Hawk's Pro Skater*, *Grand Theft Auto: Vice City*, *Spider-Man*, and countless others would not have been possible without Criterion's tools. (Well, they would've been

possible, but they also would've cost a lot more to develop.)

Yeah, so?

Making a console videogame isn't cheap—your average project costs from $2 million to $3 million, and one bomb can take down an entire developer. Lau-Kee's tools allow game makers to stop reinventing the wheel with every project. RenderWare provides the canvas to draw their work upon, in other words.

They make games, too, right?

Why, yes. *Burnout 2* was a fabulously exciting racer that had the misfortune of being overshadowed by EA's *Need for Speed: Hot Pursuit 2* (which is ironic, as EA has since signed up *Burnout 3* for release later this year). Two more PS2 games, *Black* and *Dust Storm*, are on the drawing board; expect to see more on 'em very soon.

YANNIS MALLAT

Prince of Persia 2

He's Ubi's Prince?

In a manner of speaking. Mallat was the producer of *Prince of Persia: The Sands of Time*.

That's a big deal?

Prince was our Game of the Year last year, and we couldn't say enough good things about it. "If you like adventure games, you'll love this game," we enthused. "If you like platform games, you'll love this game," we went on. "It's got story, it's got action, it's got amazing graphics, and it's got some of the best animation you'll see anywhere," we added for good measure. So yes, Mallat's gig as producer makes him one of our favorite people.

So if there's another one?...

That would be a very good thing. And what do you know? There is! Expect to start seeing details on *Prince of Persia 2* emerge in the next couple of months. We'll no doubt be appropriately enthusiastic about it, too.

YASUMI MATSUNO

Final Fantasy XII

Isn't he that guy?

Yes, he is. The director of *Vagrant Story* and *Final Fantasy Tactics*...and let's not forget *FF Tactics Advance*, either.

I'm sure I've heard of these somewhere....

The original *Tactics* is one of the finest strategy-RPGs ever made. *Vagrant Story* stands out as a bold experiment in storytelling, style, and gameplay.

What's he doing now?

Directing *Final Fantasy XII*. Not too much is available on the new RPG's gameplay yet—Square Enix is saving the details for a November debut—but given Matsuno's pedigree, some *Tactics*-style innovation may be afoot here.

Is *FFTA* "teh kiddie"?

Not really. According to Matsuno, the basic design for *Final Fantasy Tactics Advance* was completed soon after the original *FFT* was released, but the project ended up on the back burner for several years instead of being picked up by a development team. Yes, we know it's a Game Boy Advance game and we're a PlayStation 2 magazine, but we know that you're playing it and can't put it down.

YUJI NAKA

Astro Boy

Who is he?

Designer of Sonic the Hedgehog and leader of Sonic Team.

Oh, right, him. What's he been up to?

Sonic (*Adventure DX*), *Sonic* (*Advance 2*), and more *Sonic* (*Pinball Party*). Also: *Sonic* (*Mega Collection*) and *Sonic Heroes*. While some may consider this an overexploitation of the franchise, Naka knows what sells, which sets him apart from some of the other studios under Sega's umbrella.

And for his next trick?

Astro Boy, which, given the success of the new TV show, could turn out to be Naka's biggest hit in years.

TETSUYA NOMURA

Final Fantasy VII: Advent Children, Kingdom Hearts 2

Who?

He was the character designer for *Final Fantasy VII*, *FFVIII*, and *FFX*. He was also the director and character designer for *Kingdom Hearts*, Square's one and only new game in 2002. Lucky for him it was good, eh? In addition, Nomura has contributed design work to numerous other Square projects.

Like his stuff?

His moody, dark, technology-suffused approach to *Final Fantasy* marked a sharp turn away from the whimsical, fantastical worlds created by that *other Final Fantasy* visual guy, artist Yoshitaka Amano.

MGS3: SNAKE EATER

PRINCE OF PERSIA 2

FINAL FANTASY XII

ASTRO BOY

FINAL FANTASY VII: ADVENT CHILDREN

HIDEO KOJIMA

Metal Gear Solid 3

You must have heard of him

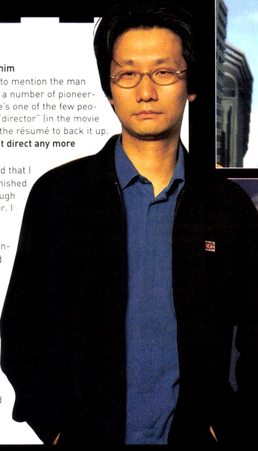
He's Mr. *Metal Gear*, not to mention the man behind *Boktai* (GBA) and a number of pioneering adventure games. He's one of the few people who calls himself a "director" (in the movie sense) and actually has the résumé to back it up.

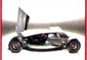
Didn't he say he wouldn't direct any more *MGS* games?

"I'm kind of embarrassed that I said that. Right after I finished *MGS2*, I whipped up a rough game plan of *Snake Eater*. I gave it to my staff and asked, 'Who wants to direct this?' No one volunteered—they were afraid of the pressure."

A director at heart

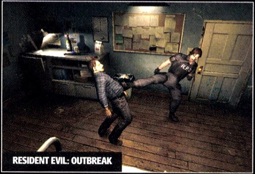
As a high-school student, Kojima made films with his 8mm camera and showed them to his friends. "I wanted to be like Sylvester Stallone in *Rocky*; I wanted to win prizes for my novels and direct the film adaptations myself."





DID YOU KNOW? The Toyota MTRC concept car was developed with *Gran Turismo 4* very much in mind. It was first shown at the Geneva Auto Show in March.

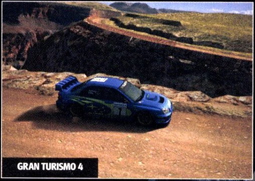
RATCHET & CLANK 3



RESIDENT EVIL: OUTBREAK

ICO

DEF JAM VENDETTA



GRAN TURISMO 4

JAK III

While hardcore *FF* fanboys are sharply polarized as to which designer they like better, it's quite clear that Nomura's realistic style was better suited to introduce role-playing games to the masses.

Square and Disney, kissing in a tree

Two sequels to *Kingdom Hearts* (which was a surprise hit worldwide for Square) are in the works: *Kingdom Hearts: Chain of Memories* and *Kingdom Hearts 2*. There's also word that a TV anime is in the works. Makes sense—there's already a biweekly comic in Japan, after all.

He likes big red lion things

Nomura's favorite *FF* is *FFVII*, his favorite character is Red XII.

TED PRICE
Ratchet & Clank 3

Can't sleep?

Price is the president and CEO of Insomniac Games, which he founded in 1994.

It's all about the team

"If you're going to do a profile on me, I really would try to emphasize that this isn't about me," Price tells us. "This company does not function unless the team thrives."

And next, the inevitable....

Ratchet & Clank 3, which we have screens of on page 67.

Ted's views on the platform genre

"The platform genre is really no longer the platform genre," he says. "It's changed significantly. Consumers are moving away from traditional platformers. They want more. They want more character development. They want more explosions. They want deeper design elements, like the RPG aspects that we've been playing up in *Ratchet & Clank*."

JOHN SCHAPPERT
EA Canada: Need for Speed

I think I've heard of him

Previously the head dude at EA Tiburon (the guys that bring us *Madden* every year), Schappert is now the senior vice president and general manager of EA Canada.

What does that mean?

It means he oversees the development of little franchises like *Need for Speed, Def Jam Vendetta, NBA Street, MVP Baseball, FIFA Soccer, NCAA March Madness, Fight Night, SSX*, and *NHL Hockey*.

What will we hear about next?

Expect something new in pretty much every franchise listed above. Some of them sooner than you'd think. It also seems safe to assume that the respective EAC teams will be working on PSP versions of their games.

TSUYOSHI TANAKA
Resident Evil: Outbreak

Argh! Zombies!

Tanaka is the man responsible for changing the face of the *Resident Evil* franchise at Capcom. As the producer of *Resident Evil: Outbreak*, he's the man who will make the franchise scary once again, and he's also the man who will turn *you* into a zombie.

What's he done before?

He was an integral part of the development of *Devil May Cry 2*, but prior to that, he was plucked from a Japanese gaming magazine. There's hope for us all then, huh?

What's next?

Tanaka is fast becoming "Mr. Online Gaming" at Capcom. For his next trick, he'll wow us all with *Monster Hunter*, an online game that looks like it will blend all of the best bits of *Phantasy Star Online* with the best bits of Capcom classics like *Dino Crisis*.

FUMITO UEDA
Nico

Who is he?

The head designer and animator for a developer within SCEI loosely called "the *Ico* team." He's really got only one game to his name so far, but when that game is as good as *Ico*, it tends to cement one's place on this sort of list.

What's he doing next?

That's not the easiest question to answer, but the general response would be some sort of follow-up to *Ico*. Though its current working title of *Nico* would seem to answer that, all we really know is that Ueda's team visited the Grand Canyon sometime last year for research purposes. A scant few leaked stills from a Spanish-language website show a band of warriors drawing blood—or is that shadow?—from a rampaging beast, which may indicate a meatier action component to the game...but no one except Ueda can say for sure. We're excited anyway.

KAZUNORI YAMAUCHI
Gran Turismo 4

Remember his name

He's Mr. *Gran Turismo*. Have you heard of it?

What else has he done?

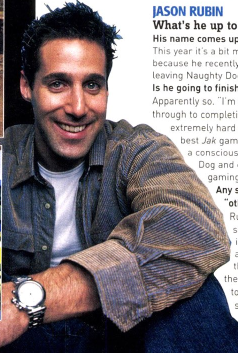
Hmm...let's see. *Gran Turismo, GT2*, and *GT3*. Oh, and *Motor Toon Grand Prix* and *Omega Boost*.

Right. And now he's working on *GT4*

The eventual aim, we've heard, is for the game to simulate every car known to man. Seriously. "Games like *GT3* are turning millions of couch potatoes into living-room racers...and becoming the new virtual showroom and design studio for automakers."

So he likes his cars nice and fast, does he?

Yamauchi owns the following rides: a Mitsubishi Lancer Evolution IV, a Porsche 911 GT3, a hopped-up Nissan 350Z (called a Fairlady Z in Japan), a Mercedes SL55 AMG, and a Honda S2000 (it used to be his "grocery shopping" car, but now it's a completely tricked-out endurance racer). He used to have a Nissan Skyline GT-R R32—his favorite car of all time, he's said—but he totaled it in a wreck after a sleepless stretch at the office.



JASON RUBIN
What's he up to after Jak?

His name comes up every year, huh?

This year it's a bit more interesting though, because he recently announced that he will be leaving Naughty Dog.

Is he going to finish *Jak III* first?

Apparently so. "I'm committed to seeing *Jak III* through to completion," he stated. "I've worked extremely hard on it and believe that it's the best *Jak* game yet. Beyond that, I've made a conscious decision to leave Naughty Dog and explore other options in the gaming sector."

Any speculation as to what those "other options" are?

Rubin claims he nas nothing specific in mind just yet, but in the past he has expressed a lot of interest in exploring the ways that Hollywood and the games industry can work together. Expect to hear something soon.

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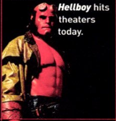
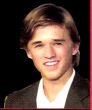
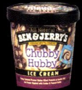
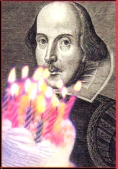
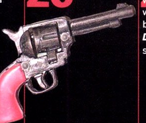
DID YOU KNOW?
Universal Pictures originally wanted *Hellboy*'s director to cast Vin Diesel in the title role.

DATEBOOK
APRIL 2K4

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		Get hungry: April is **Fresh Florida Tomatoes Month, National Pecan Month, National Soft Pretzel Month,** and **Soy Foods Month.**		1 Today is **April Fools' Day.** Today is also the release date for ***FunkMaster Flex's Digital Hitz Factory.*** Coincidence?	2 Everyone's favorite child of Satan makes his movie debut when ***Hellboy*** hits theaters today. 	3 *What I Like About You* costars **Amanda Bynes** and **Jennie Garth** are both a year older.
4 Unplug yourself: The **Wireless Dance Pad Revolution** ships today. Get your holiday cards ready to send: It's **National Hate Week.**	5 Flip on CBS to see who will win the **NCAA Men's Basketball Championship.** For non-basketball fans, there's bowling or intergalactic warfare—***Ten-Pin Alley 2*** and ***Gradius V*** come out.	6 Put on your favorite disguise—***Alias*** the game arrives on store shelves.	7	**Jenna Jameson** turns 29 tomorrow—think she'll be getting a lap dance for her birthday?	9	10 I see dead people: **Haley Joel Osment** is old enough to drive. 
11 See if you can find four men singing in an outdated format—it's **Eight-Track Tape Day** and **Barbershop Quartet Day.** It's also **Easter Sunday.** 	12 ***UFC: Sudden Impact, Serious Sam,*** and ***Micro Mayhem*** all show up in stores this week.	13 **April 15** is only two days away. Do you know where your taxes are?			16 Heads will roll: ***Kill Bill Vol. 2*** opens in a theater near you. 	17 **Phish,** Vermont's second-most-famous export, is playing at Las Vegas' Thomas and Mack Center. 
18	19 Tomorrow is **National Look-Alike Day.** We think Joe looks like ol' UPC Head from *Hitman.* 	20 Speaking of *Hitman,* make a friend with a bald man—***Hitman: Contracts*** comes out. Also available on DVD today is ***The Office: The Second Series.*** 			Shall I compare thee to a summer's day? **William Shakespeare** turns 440 years old.	
25 **Jet Li** turns 41 tomorrow. Didn't he play a teenager in *Romeo Must Die* just four years ago?	26 	27 If you didn't like playing with the bald man last week, then try the cowboys this week: ***Red Dead Revolver*** is on store shelves now.			30 Yesterday you should have been watching *Seinfeld* reruns on the tube—it was both **Moment of Laughter Day** and **Jerry Seinfeld**'s 50th birthday.	

We had better pictures of Jenna Jameson that we wanted to run, but our publisher reminded us that kids read this magazine.

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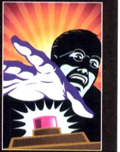
DID YOU KNOW?
Nobuo Uematsu started his career by composing music for TV commercials in Japan.

DON'T FORGET DARK CLOUD

Dark Cloud 2's soundtrack will get the remix treatment in Japan. Several well-known composers, including Nobuo Uematsu, are performing tracks from the game. The songs will be included on a special album called *Dark Chronicle: Premium Arrange*.

THE WATCHDOG

SAVE ME



Allow me to step away from the usual issues of sex, violence, and censorship to talk about something that really affects us all: saving in games. I'm for it. Not only am I for it, but let me go so far as to say this: It's highly unlikely I will ever buy another videogame—on any platform—that doesn't let me save when I want to.

Why? Because I'm a grown-up. I'm 34 years old and my life is pretty well fragmented. I love to play videogames, but I don't have a lot of time for them. And when I have to stop playing, it's usually for the day. I can't just pause the game, because my daughter might want to play with the EyeToy, my wife might want to watch television, or I might have to use the computer to do work.

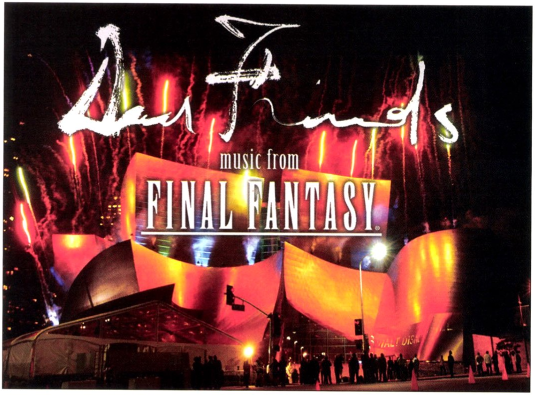
Now, contrast this style of playing with the gameplay requirements of (as an example) *Prince of Persia: The Sands of Time*. *Prince* is a fabulous game, but I've given up trying to play it because it's impossible to play in 5-minute fragments, thanks to a save system that lets you save only at certain points in the game. As a result, I can't make any forward traction in the game. The way I play games doesn't mesh with the way the makers of *Prince* want me to play. I could try to clear out my schedule to give myself a couple of hours of straight play time, but I paid $50 for that game. It's not unreasonable to expect to be able to play it on my terms.

Videogames are the only home-entertainment media in which the consumer is still at the mercy of the creator. I can stop reading a book and then pick it up at the same place; I can pause a DVD, video, CD, or audio jukebox for any reason, for any length of time, and get back to where I left off. Even live television can be recorded any number of ways to be viewed as I choose. Why should I have fewer options for videogames, which are, incidentally, the most expensive of these entertainments?

I understand game makers want to make their games challenging. But what I feel when I get to a save point in a game is not accomplishment, but relief, as in, "Thank God I got here so I don't have to do that whole section another 20 friggin' times." I admit I may just be a poor gamer. But so what? Are game programmers so arrogant as to believe that lamers who have to save don't deserve to get through the games they have purchased? If so, I'm happy not to give those jerks my cash.

Fact: The median age of gamers is 29. This means I'm probably not alone in my fragmented gaming life. Throw us a bone, game makers. Let us save when we want. I want to play your games. But your games have to fit into my life—not the other way around.

How do you feel about save systems? E-mail John Scalzi (john@scalzi.com) and let him know.



FINDING UEMATSU

The renowned game composer takes his show on the road

Nobuo Uematsu joined Square way back in 1986. Since then, he's composed music for over 30 games!

In many ways, Nobuo Uematsu is the John Williams of videogame music—he wasn't the first, and there are many who will tell you he isn't the best, but he's been so influential and popular that you have to respect the guy. As the man who wrote the entire score for every mainline *Final Fantasy* game through *IX* (*X* was done with two co-composers, while *X-2* and *XII* were done by different people altogether), he's responsible for some of the best-known game themes ever. Chocobo music? The main *Final Fantasy* theme? "One-Winged Angel"? All Uematsu.

He's beginning to reap the benefits of that respect now with the first overseas performance of his work—overseas, of course, meaning here in the United States. Dear Friends: Music From Final Fantasy will feature highlights from all the *Final Fantasy* games in a performance by the L.A. Philharmonic and L.A. Master Chorale on May 10. If you happen to get tickets, however, remember to bring your best clothes: This is no fanboy affair. We're talking to you, cosplayers!

UEMATSU'S BEST

You know Uematsu's music from his games, but there are other ways to hear his work, such as on CD. Here are our picks:

Final Fantasy IV: Original Soundtrack Musical from FF Chronicles
If you own just one of Uematsu's scores, it should be this one. On this single disc are 44 tracks composing what is possibly the best *FF* soundtrack ever made, with too many standouts to mention.

Final Fantasy VI: Grand Finale
Most *FF* albums with orchestral arrangements are boring (*Celtic Moon*), too synthesizer driven (*Legend of Eternal Wind*), or both (*Dear Friends*—the album, not the concert). This album has none of these problems.

Final Fantasy Pray/Love Will Grow
It's extremely hard for us to recommend one of these albums over the other: Both are collections of vocal renditions of classic *FF* themes, and both feature some excellent music. If pressed, we'd give the edge to *Love Will Grow*....

Final Fantasy 20020220
At least two Japanese concerts of *FF* themes have been recorded. One performance was released in 1987 as *FF Symphonic Suite*; this is the other. It's by far the better of the two, with a larger catalog to draw from and vastly superior sound quality.

Phantasmagoria
The only album to date of Uematsu's non-*FF* work, not counting his hard-rock side project, The Black Mages. It's somewhat for completists, but it would be uncharitable not to mention it when discussing Uematsu.

Music Inspired by Final Fantasy
Released in 2001 by the Hollywood Symphony Orchestra (read: one guy and his synthesizer), this inexplicable cash-in has absolutely no musical value whatsoever. We're still kinda wondering how this got approved by Uematsu—a healthy slathering of chicanery is our guess.

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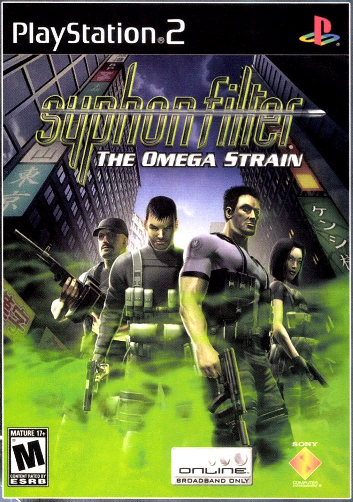
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HIGHER EDUCATION
Dr. Marks studied avionics at MIT, then got his Ph.D. in robotics from Stanford, with a focus on space and underwater robot design.

Eight questions for the creator of EyeToy

EYE ON THE

Richard Marks, Ph.D., has a job that most of us would envy. As the manager of special projects at Sony's Research and Development department, his job is to come up with the Next Big Thing—not in the area of games, but in technology. He's the creator of EyeToy, a peripheral whose potential we're only just starting to scratch the surface of.

This month, we review *MLB 2005*, which uses EyeToy to map your face onto a created character. But that's only the start. Next month, we'll have info about at least one other very high-profile game that will support it—and E3 is sure to bring a host of related surprises. With that in mind, we recently sat down to talk to Dr. Marks about the past and future of EyeToy.

OPM: How long has EyeToy been in development?
RM: Over four years. During my interview at SCEA R&D, I proposed EyeToy-like interface ideas I thought would be possible on PS2. A key motivation has always been the potential for a more natural, intuitive, interactive experience that might appeal to a broader audience rather than current gamers. Related ideas have been proposed before on PC (e.g., ePlanet, Reality Fusion), but a game console is really the ideal platform.

OPM: Is EyeToy really just a toy? Or do you see it becoming an integral input device?
RM: Definitely both. The current EyeToy games are much like a toy; they are healthy, straightforward fun that requires no experience. You can just jump in and play. Also, like a toy, the experience is as fun as you choose to make it. The EyeToy USB camera will be used in many different ways in the future, and I definitely believe it will be an essential part of the future of gaming.

OPM: The games on the *Play* disc are cute, but let's face it...there's not much depth there. Does EyeToy have a serious side?
RM: The *EyeToy: Play* games are aptly named; they are really designed to let people play around and have fun. You hear a lot about gameplay in the industry, but I believe "fun" is something that has been missing attention lately in game design. The *EyeToy: Play* games are all about fun. As for a more serious side, the EyeToy USB camera can be utilized for all sorts of gaming experiences. I believe EyeToy will not only spawn a new game genre but also be used to augment existing ones.

OPM: On our demo disc this month, we have the "magic wand" demo, which uses colored objects as a focal point. In the future, can we expect similar physical "peripherals" to go along with games?
RM: Definitely. I believe that "props" (as I like to call them) can significantly enhance an interactive experience. If a prop provides a more intuitive, compelling interface, it is clearly the right answer. The great thing about using EyeToy and camera tracking is that the props don't need any batteries!

OPM: How do you see EyeToy being used in, say, two years—in a perfect world where the majority of PS2 owners have one?
RM: To start, I expect many games will use EyeToy in an auxiliary way: take a high-score photo, put your face onto a character, videochat in the lobby before an online game, send a "taunt" photo during online play, etc. Other games will be able to use EyeToy to enhance their interface. Overall, I believe a new, physical class of gaming will emerge, [one] that uses EyeToy as the primary interface in new ways much different than the launch games.

OPM: Many of us who grew up in the '80s were fully expecting to have virtual reality by now. Is EyeToy a step in that direction?
RM: The curve for this stuff is very fast right now. Computers have only just recently been able to handle full-resolution, full-speed video. EyeToy is a great start; we can do quite a bit of image processing and still leave most of the PS2 for a game developer to make a good game. In the next generation, the sheer amount of processing power will be amazing. Don't expect a holodeck just yet, but get ready for a wild ride.

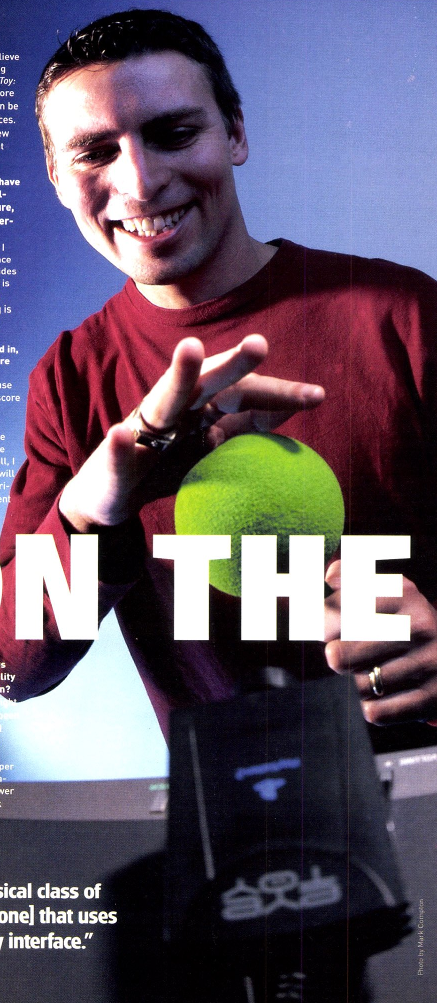


Photo by Mark Compton

> "I believe a new, physical class of gaming will emerge, [one] that uses EyeToy as the primary interface."

ON THE DISC

EyeToy toys you'll find nowhere else

Want to take a closer look at the sorts of things EyeToy is capable of? You're in luck: This month, we have a pair of world-exclusive EyeToy demos on the demo disc. So fire up your EyeToy and play along.

MAGIC SPELLS

For our first demo, you'll need to locate a prop. This should be an object about the size of your fist and of an unusual color. The color you choose for your prop should show up nowhere else in the area your EyeToy is pointed at. Avoid anything close to your flesh tone or the color of your clothes. A rich Day-Glo green or pink works best (assuming you've moved out of the '80s and are no longer wearing clothing of such hideous shades).

Got your wand? Great. Now you need to tell EyeToy this. Hold down X, and you'll notice a little circle that appears in the center of your display. Hold up your prop so that it fills the circle. Notice how the prop starts to glow and then leaves trails across the screen when you move it. There's just one more thing: Step out of the range of your EyeToy and hit L1. This takes a snapshot of the background for use in some of the spells.

Now you're ready to make some magic! All the spells in this demo are based on the symbols on your PS2 controller. Check the chart below to see which shape summons which element. Draw that shape in the air quickly and smoothly, and your wand will be energized by that element. Flick your wand immediately, and you will cast a level 1 spell. If you want to cast a level 2 spell, wait a few seconds for the colored glow around your prop to increase in size and then flick away.

SHAPE	ELEMENT	LEVEL 1 SPELL	LEVEL 2 SPELL
Circle	Fire	Fireball	Scorch
Square	Air	Cyclone	Hurricane
Triangle	Earth	Locust Swarm	Earthquake
X*	Water	Water Jet	Blizzard
Inverted Tri.	Mind	Invisible	True Sight
Oval	Spirit	Bless	Curse

*Start at the bottom of the X

FILTERS

The other demo is really 19 demos in one; this is a compilation of several seriously cool (and a few fairly ghetto) examples of what EyeToy can do with live video. Most of these are reasonably self-explanatory, but a few have controls or features that may not be obvious upon first viewing, so we go into a bit more detail below.

Certain controls are available for all of these filters: R3 and L3 zoom in and out, respectively; the left analog stick rotates the image (zoom way out before trying this); and Start resets all that rotating and zooming. Finally, R1 cycles forward through the filters, and R2 cycles backward.

1: INVISIBILITY This is probably the most awesome of the filters. Step out of the frame and hit L1 to take an establishing shot, then step back in and hold down X. Whoa, you're invisible!

9: SOFT FOCUS Hit X to sharpen the focus or Triangle to soften it.

11: EDGE DETECTION Hit X to increase the resolution or Triangle to decrease it.

13: MOTION SUBTRACTION Step out of the frame and hit L1 so that the screen goes completely black. Now step back into the frame—the filter will subtract the space you occupy from the black screen, letting you see what's *behind* you. To really creep out your family, stare directly at the camera without moving and tap L1. Now move your mouth or eyes slightly. Freaky!

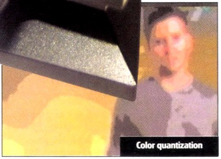
15: GREEN SCREEN Step out of frame and hit L1 to take your establishing shot, then come back in. Everything's green but you.

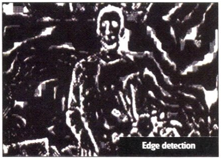
16: GREEN ON GREEN This one's just like motion subtraction, only everything's green. For added oddness, hold down X and pick up the prop you used in the magic spells demo. Why isn't that green? We have no idea.

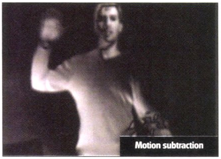
17: SPOT LIGHTING Hold down X, and you'll see a red box in the middle of your screen. Any color that's in the red box when you release X will be treated as "lit" and rendered in whites—everything else will be black. Experiment with putting different parts of your body in the box. (OK, we didn't mean for that to come out as naughty as it sounded...but hey, whatever floats your boat.) Note what happens when you put your prop in the box; this is a really good example of how EyeToy is able to track specific colors.

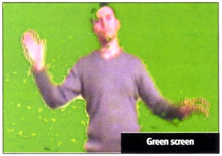
EYE TOY
PlayStation 2

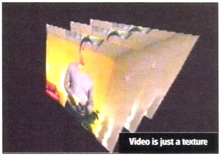
FUTURE

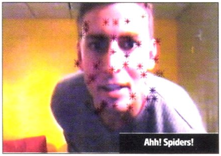

Color quantization


Edge detection


Motion subtraction


Green screen


Video is just a texture


Ahh! Spiders!

WHAT'S ALL THE FUSS ABOUT?
The original *GoldenEye*, developed by Rare for the N64, is considered one of the best first-person shooters ever.

WHO'S THAT?

That's Dr. No, the original Bond villain
Played by Joseph Wiseman in the first Bond movie, *Dr. No.* The character appears in the game just as he appeared in the movie back in 1962. Wiseman himself is now 86 years old.

GOLDENEYE

Seven reasons why it's sometimes good to be bad

1 NO BOND

You won't play as 007 in *GoldenEye 2;* instead, you are an MI-6 agent who gets kicked out of the organization for his scandalous ways. Fortunately, Goldfinger recruits you into his evil organization after you get the boot. Bond does make an appearance early on in the game.

2 ROBOTIC EYEBALLS

After a fight with Dr. No, you lose an eye, but it's quickly replaced with a gold cybernetic implant—thus explaining why the game is in fact called *GoldenEye*. So it has absolutely nothing to do with the original game, or the movie on which it was based then, huh?

3 EXOTIC LOCATIONS

Like any good Bond-related game, *GoldenEye 2* takes you around the world to all kinds of different places, including Dr. No's Crab Key headquarters, Switzerland, Hong Kong, Las Vegas, and Fort Knox—it doesn't take a rocket scientist to figure out what that particular mission objective will be.

4 EVILDOERS

Most of the infamous villains from the Bond series will make an appearance in *GoldenEye 2*. You can expect to see Oddjob, Scaramanga, Xenia Onatopp, Pussy Galore, and others. But will they be friend or foe?

5 SMART HENCHMEN

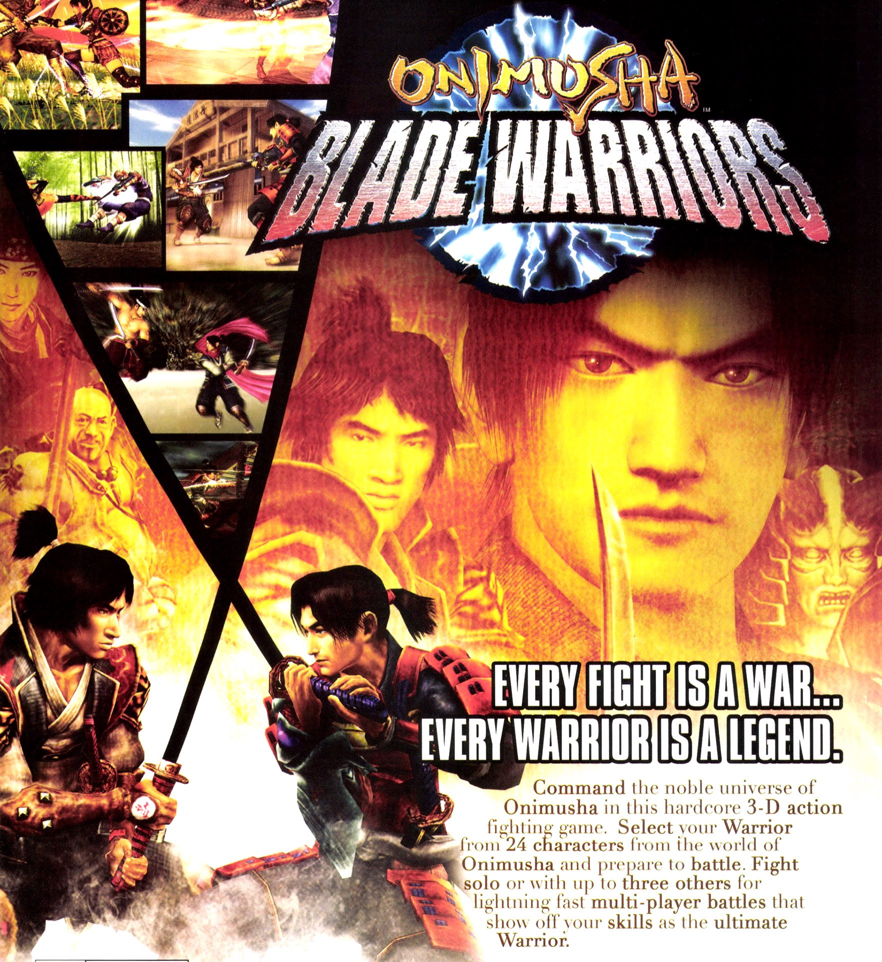
GoldenEye 2 wouldn't be much of a first-person shooter if the enemies just jumped right into the line of fire. Fortunately for them, the E.V.I.L. A.I. engine will have enemies taking cover and making use of the environment to avoid ending up looking like Swiss cheese.

6 TOP TALENT

To ensure that the look and feel of the Bond films remains intact, EA is enlisting the help of Sir Ken Adam, who has worked on several of the Bond feature films, including *Goldfinger* and *You Only Live Twice*. In addition, Rene Morel, who worked on *Final Fantasy: The Spirits Within*, will contribute character models for the game, while Kym Barrett, whose list of credits includes work on *The Matrix* movies, will help with the general style of the characters.

7 FIRST-PERSON SHOOTER MAYHEM

Along with the standard single-player mode of play, EA plans to include deathmatch and objective-based team options. Thankfully, splitscreen and online multiplayer are in the works, but no word yet on how many players either component will support.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TEEN T CONTENT RATED BY ESRB

Violence
Suggestive Themes

PlayStation®2

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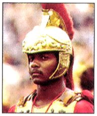
www.davesmk.com
Check out this site for heaps of information on previous *Mortal Kombats*.



YOU GOT SCHOOLED

EA announced that it's donating several million dollars to USC to create what basically amounts to a masters program in videogame design. The program will focus on design philosophy as opposed to programming and other technical mumbo jumbo.

THE OUTSIDER

YOUR MOMENT OF ZEN

Enter the Matrix wasn't so bad. That's right. You heard me. Say what you will about the glitches, boring level design, and craptastic minigames, but some of its "focus" moves rank among the most stylish and satisfying moments in action-gaming history. There. I said it.

In my experience, the best moments in gaming are often the result of some new move or game mechanic that no one else had thought of. Or, as in *The Matrix*, the combining of established moves into something new. When it happens, you know you're seeing something original and that the team behind the game had at least one good, new idea.

Certainly one of the most thrilling moments you can have in a PS2 racer is discovering the "Zone Zoom" feature in *Need for Speed: Hot Pursuit 2*. For the uninitiated, Zone Zoom is like firing the Human Torch out the front of your car and riding his ass up the road, pausing as you go to find the cops and roadblocks. Trust me, the first time you use it to avoid the spike strip and cut over to the jump, you'll know the gaming gods are smiling. Someone tell me, why did EA leave this feature out of *Need for Speed Underground*? For shame.

The most thrilling PS2 racer is *Midnight Club II*, but what distinguishes it from other games for me is the ability to control weight transfer. After firing your nitrous and shooting off a jump, the moment arrives when it *really* feels like you're going 200 mph. In midair, as you begin to pitch over, you can adjust your car's position, preventing what could be a disastrous and time-consuming crash.

Sometimes, the moment occurs when a sequel offers a new way to enjoy an already great formula. While playing *Ratchet & Clank: Going Commando*, I had a total joygasm when I discovered the charge boots and realized I could zoom all over hell's half-acre in half the time. I literally shouted "@#&% yeah!" Nice work, Insomniac.

In *Splinter Cell*, it happens when Sam Fisher shows us moves they apparently don't teach where Solid Snake went to spy school. And in *War of the Monsters*, you feel it when you impale your foe with a radio tower or bring a building down on top of him by throwing a gas truck. Let's see *that* in *Mortal Kombat 6*. (On second thought, let's not.)

Original ideas are a rare feat on planet Earth. For me, the point of gaming—and life in general—is found in the moments I discover those ideas, and in what happens to my brain when I do. Here's hoping I get my fix with *StarCraft: Ghost*, *Gran Turismo 4*, and *Killzone*.

Now, if you'll excuse me, I have to try to write a song that doesn't sound like the Beatles or the Stones.

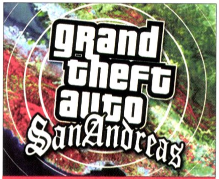
Robin Wilson (rwginblossoms@aol.com) has written four top-40 singles with the Gin Blossoms. And they all sound pretty much like Tom Petty songs.

GOING BACK TO CALI

Rockstar confirms the location of the next Grand Theft Auto

After watching the press speculate for months, Rockstar finally announced that the next game in its insanely popular *GTA* series would be called *Grand Theft Auto: San Andreas* and it will be in stores as soon as October 19. While most suspected the next *GTA* would indeed take place in San Andreas, Rockstar used some filthy diversionary tactics to throw people off by registering trademarks for titles like *GTA: Sin City*, *GTA: Tokyo*, and *GTA: Bangkok*. But come on: Who thought for even a second that Rockstar would name the game after an actual city, especially one most people couldn't even point out on a map?

True to Rockstar fashion, details are scarce, but it's pretty safe to assume that *GTA: San Andreas* will use the latest version of Criterion's RenderWare engine, since previous versions of the engine were used in *GTA3* and *GTA: Vice City*. That's a good thing, considering that the RenderWare engine is powering impressive games like *Burnout 3* and *NBA Ballers*, which sport all kinds of visual trickery, ranging from cool blur effects to superclean textures. We can't wait to see it in action.



GRAND THEFT 101

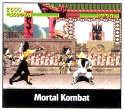
By using some Scooby-Doo-quality investigative work, you probably could have already guessed the name of the next *Grand Theft Auto*. The original game (yes, the series actually started before *GTA3*) was set in three different cities—Liberty City, Vice City, and San Andreas. Each had its own unique set of missions and mob bosses, but the basic gameplay was essentially the same.

MIDWAY'S KOMBAT KOLLEKTION

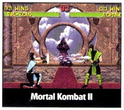
How many k's kan we skueeze in a sentence?

After the success of *Mortal Kombat: Deadly Alliance*, Midway decided it would be pretty easy to wring a few more pounds of cash from the franchise. The company included the original *Mortal Kombat*, *Mortal Kombat II*, and *Mortal Kombat 3* in the latest iteration of *Midway's Arcade Treasures*, due out this fall. Joining the *Kombat* trio on the creatively named *Midway Arcade Treasures 2* are several other Midway classics, such as *Pit Fighter*, *NARC*, *Gauntlet 2*, *Arch Rivals*, *Rampage World Tour*, *Primal Rage*, *Xenophobe*, and *Spy Hunter 2*.

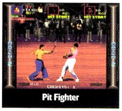
And speaking of Midway's arcade racing series, representatives from the company said that the next version of *Spy Hunter* for PS2 would surface around the release of the *Spy Hunter* film, starring WWE wrestler The Rock. Look for the game and the movie in summer 2005. Representatives also confirmed that ex-Id software designer John Romero is indeed working on the next version of *Gauntlet*, which is said to be structured like *Champions of Norrath*, but with less emphasis placed on the RPG elements. The elf will need food badly around the 2005 holidays.



Mortal Kombat



Mortal Kombat II



Pit Fighter

DATA STREAM

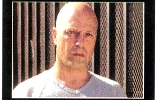
ABOUT TIME

Though it's still not an exact release date, Sony plans to release *Gran Turismo 4* this fall. The team just finished an additional photo shoot a short while ago, so there's still plenty of car modeling and other work to be done.

THAT'S A LOT

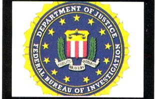
PlayStation 2 sales recently surpassed the 25 million mark. Sony also reached its goal of getting at least 10 percent of all PS2 owners online; about 2.6 million people now use their PS2s online.

ABOVE THE LAW



Sammy's working on a videogame adaptation of the popular TV show *The Shield*. You'll play as Vic Mackey in a third-person action setting that requires you to use some questionable police tactics.

YO HO, YO HO



Don't be alarmed if you see a fat FBI logo at the beginning of new games. The new warning is designed to curb pirating, and we're not talking about the cool seafaring kind either.

22" The height difference between Lil' Kim (4' 11") and Carlos Boozer (6' 9").

HOOP DREAMS

NBA Live comes to the NBA All-Stars

The NBA All-Star game may have been 72 hours away, but as far as rap-loving gamers were concerned, the real all-stars were already gathered at the EA Livestyle Finals, held by EA Sports on February 12 at the Niketown in Beverly Hills, CA.

The event—hosted and judged by rapper/producer Jermaine Dupri, rapper/actress Lil' Kim, and local L.A. radio DJ/actor Big Boy—featured unsigned rappers, *NBA Live 2004* game players, and *NBA Live*-playing NBA pros in head-to-head competitions. While contestants in all three showdowns were going for bragging rights, the champions in the first two—who'd won earlier events in New York last October and L.A. last November—were fighting for bigger prizes. Rappers were competing for a contract with Arista Records and a featured spot on the *NBA Live 2005* soundtrack, and gamers were playing for a cameo in *NBA Live 2005*.

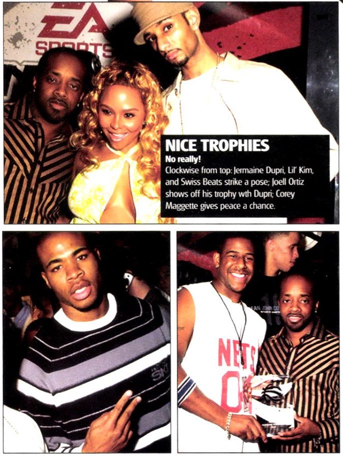
Lil' Kim explained why she wanted to be involved in the event. "This is something I love to do," she says. "I love seeing new talent, and anything I can lend my image to, especially when it's positive, I'm all for it."

It's a sentiment echoed by fellow judge Dupri, who gave his interviews while playing *NBA Live*. "I play the games all the time," he says, "so why not be involved in them, too? I love turning a game on and hearing my music. Like when I win this game right here, my song will automatically come on. That's hot!" Dupri further lent to the *American Idol* vibe by adding, "All the rappers are different, so it's going to be interesting to see how the crowd reacts to them."

The crowd certainly reacted to Brooklyn's Joell Ortiz, who beat out local favorite Quentin "Yung-Op" Juarez in the MC battle. But regional revenge came during the *NBA Live* gamer contest when L.A.'s Paul Malbry beat New York's Leonard Waters. In the contest between real NBA stars, Detroit Pistons forward Tayshaun Prince won the *NBA Live* pro showdown, beating L.A. Clipper center Chris Kaman in the final round. Also there to play and sign basketballs were Kareem Rush and Luke Walton of the L.A. Lakers, Dwyane Wade of the Miami Heat, and Kaman's equally ashamed Clippers teammate Corey Maggette, among others.

The best spectacle of the night was not the competition, but rather the expression of a 10-year-old boy, who, having just picked up a controller to play *NBA Live* on a kiosk, was tapped on the shoulder by Cleveland Cavalier Carlos Boozer, who asked, "Can I play you?" The look of fear on the kid's face was priceless.

—Paul Semel

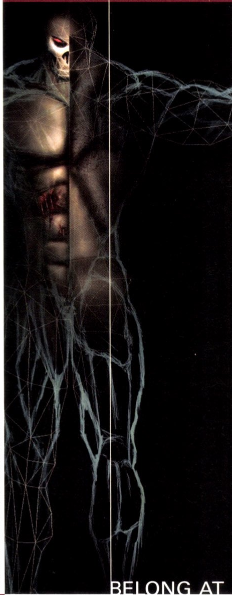


NICE TROPHIES

No really!

Clockwise from top: Jermaine Dupri, Lil' Kim, and Swiss Beats strike a pose; Joell Ortiz shows off his trophy wth Dupri; Corey Maggette gives peace a chance.

DO WHAT YOU LOVE



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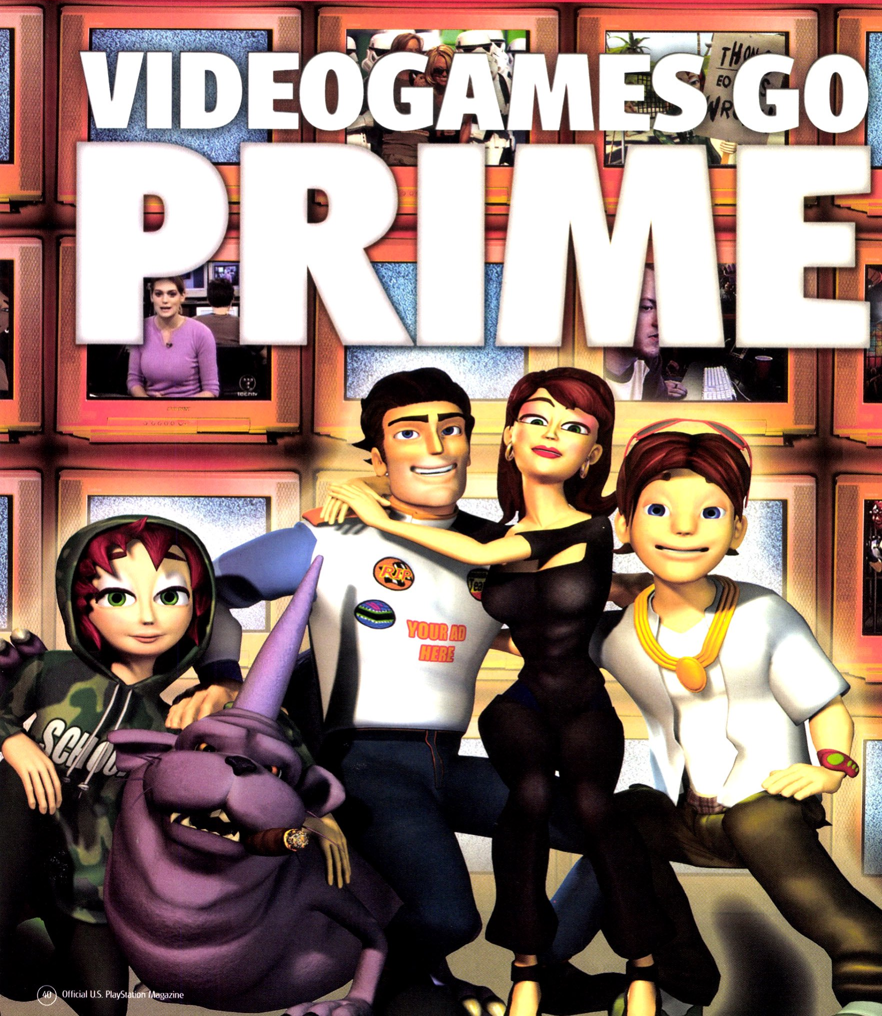
NOT TO BE CONFUSED WITH...
Spike Lee, who filed an injunction asking that TNN not be allowed to use the name SpikeTV. He later withdrew the complaint.

VIDEOGAMES GO PRIME


techtv
RIP
YOUR AD HERE
SCHOOL

SEEN HIM BEFORE?

Patrick Warburton, who plays Rip Smashenburn, was previously seen as the Tick in the massively underappreciated Fox show of the same name.

TIME

Seeing as you're playing games all the time, TV execs think you want to watch shows about games too. Are they right?

TV executives are mad as hell, and they're not going to take it anymore. Following successive years of viewership decline in key demographics and the loss of up to $500 million that could result from said decline, networks are looking to videogames to try and lure young viewers back in.

2003 saw a 7 percent drop in male viewers between the ages of 18 and 34, according to Nielsen Media Research. Things were even worse for males ages 18 to 24, who stayed away from the boob tube, causing viewership to plummet 20 percent in that demographic.

So who's to blame? One could point a finger at lackluster programming such as *Joe Millionaire 2* and *Coupling* to explain why television has lost its appeal. If you're a TV exec, however, the easier answer is to blame videogames for drawing away male viewers. And the quick solution to this problem, at least for the cable networks, is to start providing videogame-based programs.

LIVING IN A VIRTUAL WORLD

UPN's *Game Over* is the first prime-time computer-generated sitcom. A cross between *The Family Guy* and *Tron*, the show profiles the Smashenburns, a nuclear family that lives and works within the videogame universe. Rip (voiced by *Seinfeld*'s Patrick Warburton) and Rachel (voiced by Lucy Liu) have day jobs, the former as a driver in the Grand Prix and the latter as a Lara Croft–like tomb raider in search of the Emerald Monkey. After punching out at the end of the day, they go home to their two teenage kids and deal with suburban sitcom issues.

"Since our show is set within the videogame universe, we'll have cameos each week by game characters like Crash Bandicoot, Abe from *Abe's Oddysee*, or a skaarj from *Unreal Tournament*," says *Simpsons* vet David Sacks, executive producer of *Game Over*. "Other characters will be worked in through billboards and other placements. One of the characters wears a shirt that has Spyro the Dragon on the front crest, rather than an Izod alligator. As we progress, we'll deepen the crossover. The options are endless." Let's hope for gamers' sakes that there are more in-depth concepts than clothing with game logos.

UPN has ordered six episodes of the show and an additional six scripts in hopes that the videogame universe attracts a large audience. Carsey-Werner-Mandabach (*That '70s Show*, *Grounded for Life*) is producing *Game Over*, which shows you that major Hollywood players are looking at videogames as source material for linear entertainment.

VIDEOGAMES: TELEVISION FOR MEN

Although the first annual SpikeTV Video Game Awards may have been hard to sit through, the network for men says it is serious about gaming. In addition to scheduling another VGA show this fall (which will be completely revamped, according to the show's producers), SpikeTV will have plenty of videogame-based programming.

"Before we got into videogame programming, we went out and talked to guys through focus groups," says Kevin Kay, executive vice president of programming for SpikeTV. "The No. 1 answer for how they spent their leisure time was videogames, so it seemed like a reasonable thing to get into."

> **"The No. 1 answer for how [guys] spent their leisure time was videogames, so it seemed like a reasonable thing to get into."**

Kay says that an upcoming episode of *Spike 52* will look at the 52 best videogames of all time, as voted by the network's viewers on SpikeTV.com. Kay is also considering a weekly *Entertainment Tonight*–style show focusing on videogames. There are a few pilots in the works based on game properties, including a half-hour action-fantasy show based on an unannounced fall 2004 property.

I WANT MY MTV

Also entering the fray is MTV, which has a number of videogame shows, including the quarterly series *Making the Game*, which focused on Midway Games' *NBA Ballers* in March.

"I think videogame programming is here to stay, just like reality programming won't be going anywhere, because viewers have grown up with it," says Billy Rainey, executive producer of *Making the Game*. "Today, videogames are a lifestyle thing. It's more than just about dollars or the fact that our viewers spend over eight hours a week playing games, it's a way of life."

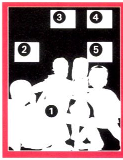
Rainey says that additional shows will be developed for the network beyond his series. With talent like Tony Hawk and Vin Diesel getting into videogames, it makes sense to take this visual medium and blend it with music television, especially with the role original music plays in games these days.

GSN, formerly known as the Game Show Network, recently premiered Beantown Productions' *Video Game Invasion: The History of a Global Obsession*, a two-hour documentary hosted by Tony Hawk that tells the story of how videogames grew to be the global entertainment business they are today.

"Marrying videogames with TV isn't the easiest thing to do, especially when you consider the fact that watching people play games isn't fun," says David Carr, cofounder of Beantown Productions. "We think that videogames are underrepresented in the media, and part of the reason is because most of the populace doesn't understand what videogames are all about. We hope this documentary opens some eyes."

Also hoping to get some attention is G4, the first and only all-videogame network. With the larger audience that its recent acquisition of TechTV brings, things could turn around for the channel, which has struggled to find an audience and earn respect from either gamers or Hollywood production companies.

It will probably be a few years before we see a videogame-based show on one of the major networks, but remember that Fox signed *The Sims* creator Will Wright to a first-look deal on original TV show ideas. While videogame shows might not come from that deal, it does open a door in Hollywood to game creators. Let's hope they know what to do when they step through it.

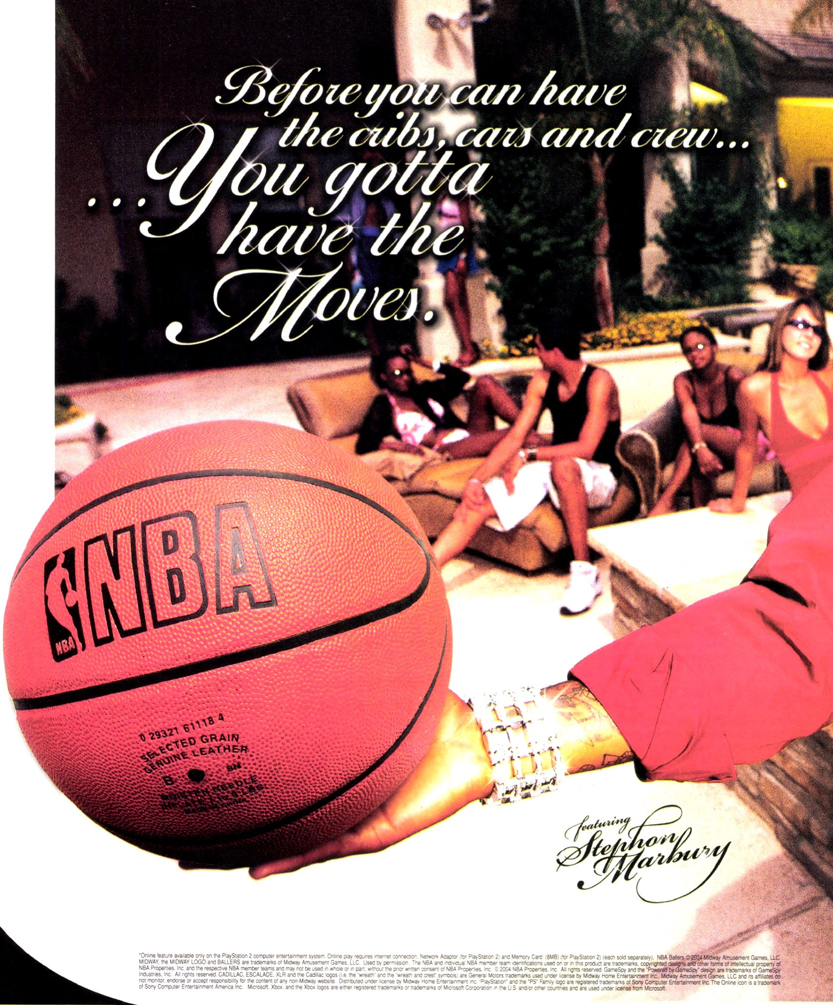


DON'T TOUCH THAT REMOTE!

Spot the gaming TV show

Do you watch enough television to know which gaming show is which in our illustration?

1. Game Over, UPN
2. Xplay, TechTV
3. Video Game Awards, SpikeTV
4. Game Over, UPN
5. Making the Game, MTV



*Online feature available only on the PlayStation 2 computer entertainment system. Online play requires internet connection. Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). NBA Ballers © 2004 Midway Amusement Games, LLC. MIDWAY, the MIDWAY LOGO and BALLERS are trademarks of Midway Amusement Games, LLC. Used by permission. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. © 2004 NBA Properties, Inc. All rights reserved. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. CADILLAC, ESCALADE, XLR and the Cadillac logos (i.e. the "wreath" and the "wreath and crest" symbols) are General Motors trademarks used under license by Midway Home Entertainment Inc. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

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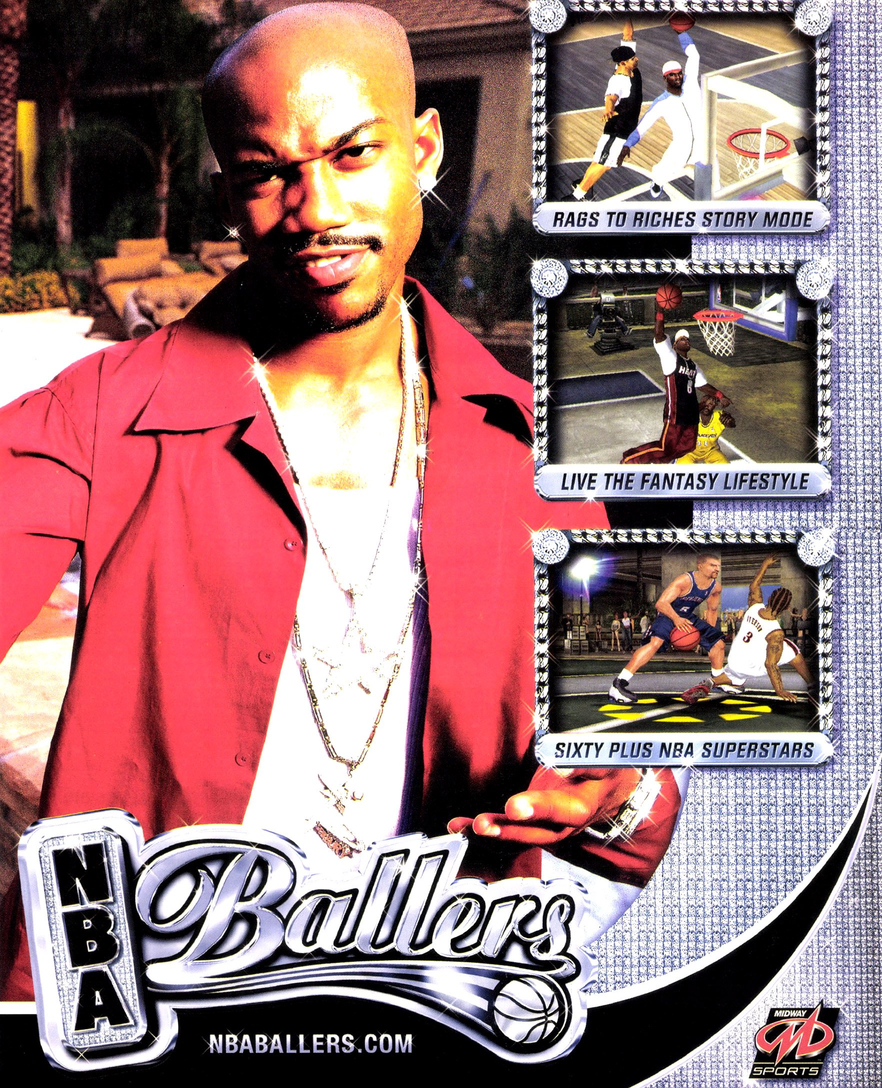
RAGS TO RICHES STORY MODE
LIVE THE FANTASY LIFESTYLE
SIXTY PLUS NBA SUPERSTARS
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Get off my plane!

DID YOU KNOW?
Each branch of the U.S. military has its own special-ops unit.

HOT SPY ACTION
You won't have to wait much longer for the next Splinter Cell. Ubisoft says the PS2 version of Pandora Tomorrow should hit stores in June—all the more reason to stay inside during those boiling summer days.

ONLY IN JAPAN

LIFE
TARGET
TIME
59'37

LIFE
TARGET
3
TIME
59'54

TAISEN! BAKUDAN POY POY

Budget games are like pornographic films. Now, before you fire off an angry e-mail about filth in *OPM*, bear with us for a minute. When you're looking for a budget game—such as titles from D3's Simple 2000 series—you're already accepting that you won't get much as far as production values. Corners have to be cut to keep a budget game, well, *budget*. But you don't care, because you're here for the gameplay, and everything else is irrelevant.

Yet, like adult films, developers continue to shoehorn in plainly ridiculous plots to make the games seem more attractive. *Taisen! Bakudan Poy Poy* is a prime example. The premise is that a mysterious supercomputer has gone crazy, and you've been wrangled in to fight it by chucking huge bombs at each other. It does not explain why the six characters you can choose from (plus four additional hidden characters) include a nurse, a drunken businessman, or a muscled construction worker, though the traditional inclusion of a Japanese schoolgirl is excused. You then have to blow everyone else to smithereens by picking up bombs inexplicably strewn across virtual cityscapes and throw them at your enemy.

Think of it as a cross between Konami's PS1 classic *Poy Poy* and *Bomberman*, with a bit of *Fantavision* thrown in, because with strategic placement you can link your blasts for maximum effect (as the game's website so eloquently notes, this game involves both your left brain *and* your right brain!). And as always with games of this sort, it's not bad at all—if you're willing to live with budgetary constraints that result in Dreamcast-level graphics. There's a useful two-player mode thrown in if you tire of the 60 single-player levels, which do get repetitive. But in general, the game is simple and fun enough that it shouldn't be a problem. And this just makes it all the more baffling that they chose to build a story around it. Who needs an excuse to chuck bombs at a friend?

POY POY

Poy Poy would probably be one of the original Only In Japan games...except it actually came to the United States in 1997. Originally titled *Poitter's Point* in Japan (don't ask), it was PS1's answer to the N64's multiplayer games: a four-player free-for-all brawl. The twist was that you could pick up anything or anyone, from your opponents to the giant Moai statues that are Konami lore. We're not sure of the relationship between the original and D3's Simple 2000 *Poy Poy*, but it undoubtedly owes inspiration to Konami's quirky classic.

Kray
Nadterechnaya
Kalinovskaya
Kamyshev
Kargalinskaya
Chervlennaya
Argun
Gudermes
Shali

SHEDDING LIGHT ON BLACK

The creators of Burnout turn to first-person shooting

The development team that brought us some of the most spectacular racing and wrecks on the PlayStation 2 is, for the first time, working on a first-person shooter. Aptly named *Black*, the game takes its basis from top-secret military operations around the world. However, much like its premise, *Black*'s development has so far been shrouded in secrecy. So we tracked down Lead Designer Craig Sullivan to uncover a little about Criterion's new project.

OPM: With its background in racing games, why did the team decide to work on a first-person shooter?
Craig Sullivan: We wouldn't even look at developing an FPS unless we felt we had something to offer that could equal or surpass what was out there. So far in the format there have not been many titles; THQ's *Red Faction* and EA's *Medal of Honor* games are the ones that have stood out.

Criterion hasn't developed a game in this genre before, so nobody knows what to expect from us. That's a great position for us to be in, because we can look at things from a different angle and refocus on what's important in a game of this type: actually firing the gun. In a first-person shooter, your character stands behind the camera, so all you can see is the gun they are carrying. It sounds simple, but a lot of developers forget this.

In *Black*, the guns are the characters, and the dialogue starts when you pull the trigger. Firing a real gun is an exciting, noisy, destructive, and sometimes scary act. We want to make a game that reflects this. *Black* is going to do for the FPS genre what *Burnout* did for racing games.

OPM: Did the experience of working on the *Burnout* series help with the development for *Black*?
CS: Absolutely. There's no way we want to make a game that is hard for the player to pick up and play and really enjoy. If something as simple as two cars hitting each other on the freeway can be exciting, then firing a machine gun, a rocket launcher, or a guided missile should be just as much fun and just as easy for the player to do.

OPM: What stage of development is *Black* in now?
CS: We're in the later stages of preproduction and expect full production to start in the coming months. We are currently shooting for a Christmas 2005 release date.

OPM: *Black* takes place in a contemporary setting and revolves around terrorism. Did you have to hold back on what you wanted to portray because of recent events?
CS: I'd be lying if I said that world events and world news aren't influencing the development of the game. The game is set "the day after tomorrow" and begins in Eastern Europe. The game focuses on an American military "black" operation. These are the sort of military operations that you won't see on CNN. In fact, the game has been written as a trilogy, and we've already developed some firm ideas for the second and third games.

> **"In *Black*, the guns are the characters, and the dialogue starts when you pull the trigger."**

OPM: What do you think of shooters like *SOCOM* and the upcoming *Killzone*?
CS: I'm a big *SOCOM* fan and really enjoyed the first two games. I much prefer the offline game experience to the online one. The game has a good authenticity about it and turns what could have been a complicated and clunky experience into an accessible and exciting one. As for *Killzone*, I'm looking forward to seeing how it turns out. I guess we'll see more at E3.

TOYS FOR BIG BOYS
A division of *Street Fighter* licensors SOTA, Plastic Fantasy has an entire line of porn-star figures. Clothing optional!

JUST PLAYIN'

A look at this year's videogame toys

New York City hosted its annual Toy Fair in February, where a bunch of cool game-related toys were revealed. Here's a look at some of the bigger ones.

CY GIRLS

Strange but true: Konami's new *Cy Girls* game is based on a toy line, but not any of the characters in it. Now, BBI finally introduces Ice and Aska. Shower not included. www.blueboxtoys.com/bbi/cygirls

MAXIMO

With Toycom's assortment of 6-inch figures based on the first *Maximo*, you now have the power to physically *catch* our hero before he falls cheaply to his doom. (Other characters include Sophia, Achilles, Captain Cadaver, Lord Gutterscum, and Zombie.) Or just collect the eight-piece, 4-inch Maximo Mini PVC Collection, which also features Grave Digger and Bokor Labas. www.toycom.net

MEGA MAN

Hot off his 15th anniversary, the Blue Bomber has toy lines from two different companies. Jazwares' wide assortment includes everything from 6- and 10-inch figures (Mega Man, Mega Man X, Axl, and more) to his Ride Chaser vehicle and ultracute Kubrick-like Mega Minis. www.jazwares.com

Meanwhile, Mattel's line (not pictured) due this August is based on the *Mega Man NT Warrior* TV show now on Kids' WB. www.mattel.com

.HACK//SIGN

OK, so maybe Toycom's *.hack* toys—all two of 'em—are from the *.hack//SIGN* anime and aren't technically from the games. But hey, at least you can interact with Mimiru and Subaru (if ever so briefly) in *.hack//OUTBREAK*. Just pretend that's what the box says. www.toycom.net

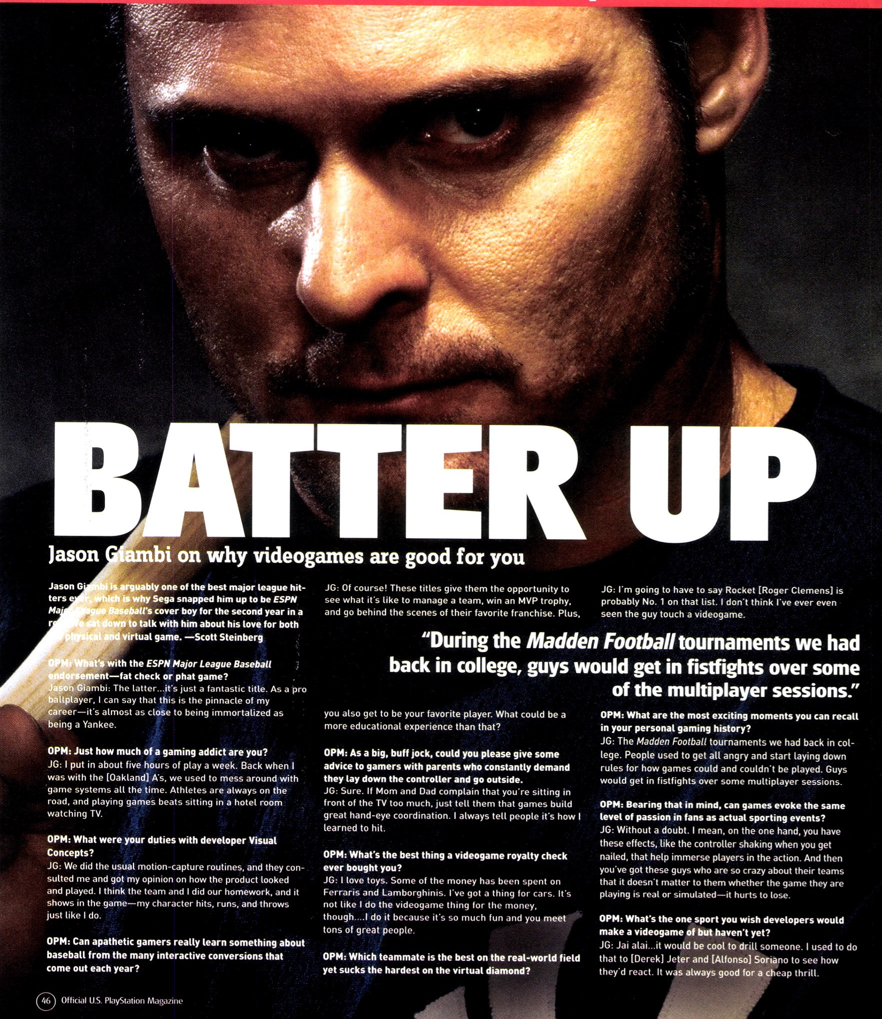
STREET FIGHTER

With as many *Street Fighter* toys as there are this year, you might actually think people still care about the franchise. Jazwares has yet to reveal its 6- and 10-inch figures due out late this year, but SOTA www.sotatoys.com has five of them on tap, each standing between 6.5 and 7 inches and with approximately 20 points of articulation. Or just get a statuette of Chun-Li or Cammy (or even Morrigan from *DarkStalkers*), thanks to Toycom www.toycom.net.

TRANSFORMERS

What better way to celebrate the release of an awesome *Transformers* game than to pick up Hasbro's amazing new foot-tall Optimus Prime? He's made of die-cast metal and comes complete with a light-up chest and removable Matrix!

$190 The total 2004 payroll of Giambi's current team, the New York Yankees, in millions.



BATTER UP

Jason Giambi on why videogames are good for you

Jason Giambi is arguably one of the best major league hitters ever, which is why Sega snapped him up to be *ESPN Major League Baseball*'s cover boy for the second year in a row. We sat down to talk with him about his love for both the physical and virtual game. —Scott Steinberg

OPM: What's with the *ESPN Major League Baseball* endorsement—fat check or phat game?
Jason Giambi: The latter...it's just a fantastic title. As a pro ballplayer, I can say that this is the pinnacle of my career—it's almost as close to being immortalized as being a Yankee.

OPM: Just how much of a gaming addict are you?
JG: I put in about five hours of play a week. Back when I was with the [Oakland] A's, we used to mess around with game systems all the time. Athletes are always on the road, and playing games beats sitting in a hotel room watching TV.

OPM: What were your duties with developer Visual Concepts?
JG: We did the usual motion-capture routines, and they consulted me and got my opinion on how the product looked and played. I think the team and I did our homework, and it shows in the game—my character hits, runs, and throws just like I do.

OPM: Can apathetic gamers really learn something about baseball from the many interactive conversions that come out each year?
JG: Of course! These titles give them the opportunity to see what it's like to manage a team, win an MVP trophy, and go behind the scenes of their favorite franchise. Plus, you also get to be your favorite player. What could be a more educational experience than that?

> **"During the *Madden Football* tournaments we had back in college, guys would get in fistfights over some of the multiplayer sessions."**

OPM: As a big, buff jock, could you please give some advice to gamers with parents who constantly demand they lay down the controller and go outside.
JG: Sure. If Mom and Dad complain that you're sitting in front of the TV too much, just tell them that games build great hand-eye coordination. I always tell people it's how I learned to hit.

OPM: What's the best thing a videogame royalty check ever bought you?
JG: I love toys. Some of the money has been spent on Ferraris and Lamborghinis. I've got a thing for cars. It's not like I do the videogame thing for the money, though....I do it because it's so much fun and you meet tons of great people.

OPM: Which teammate is the best on the real-world field yet sucks the hardest on the virtual diamond?
JG: I'm going to have to say Rocket [Roger Clemens] is probably No. 1 on that list. I don't think I've ever even seen the guy touch a videogame.

OPM: What are the most exciting moments you can recall in your personal gaming history?
JG: The *Madden Football* tournaments we had back in college. People used to get all angry and start laying down rules for how games could and couldn't be played. Guys would get in fistfights over some multiplayer sessions.

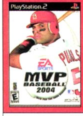
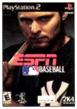
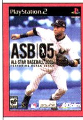
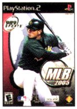
OPM: Bearing that in mind, can games evoke the same level of passion in fans as actual sporting events?
JG: Without a doubt. I mean, on the one hand, you have these effects, like the controller shaking when you get nailed, that help immerse players in the action. And then you've got these guys who are so crazy about their teams that it doesn't matter to them whether the game they are playing is real or simulated—it hurts to lose.

OPM: What's the one sport you wish developers would make a videogame of but haven't yet?
JG: Jai alai...it would be cool to drill someone. I used to do that to [Derek] Jeter and [Alfonso] Soriano to see how they'd react. It was always good for a cheap thrill.

$50 The total 2004 payroll of Giambi's former team, the Oakland A's, in millions.

POWER HITTERS

Comparing the jocks that grace this year's box covers

Game		Cover Athlete	Why Him?
MVP Baseball 2004		**St. Louis Cardinal Albert Pujols**	Pujols is the only major leaguer *ever* to hit 30 homers, drive in 100 runs, and score 100 runs in each of his first three seasons. He also **just signed a seven-year, $100 million contract** at the ripe old age of 24. Plus, he's hot—he and his wife were both featured in the 2002 *Sports Illustrated Swimsuit Issue*. But last year's leading All-Star vote getter doesn't let the looks and money go to his head—he still maintains the same hard-nosed work ethic, being the first to the batting cages in the morning.
ESPN Baseball		**New York Yankee Jason Giambi**	In his second consecutive appearance on *ESPN Major League Baseball*'s cover is Jason Giambi. Last year, Giambi's numbers dipped, mainly due to a damaged knee. He promises he's fully recovered, so **hopefully he'll return to hitting his mammoth homers**. He is a fan favorite not only for his mighty swing, but also for his blue-collar, beer-drinking demeanor. Fun trivia: In 1999 Giambi launched Operation Gumby, which helps children deal with the issue of bed-wetting.
All-Star Baseball 2005 Featuring Derek Jeter		**New York Yankee Derek Jeter**	Back for the sixth time as *All-Star Baseball*'s cover boy, shortstop Derek Jeter commands respect. This was apparent when the Yankees traded for Alex "A-Rod" Rodriguez and then made him switch from his typical spot at short to third base. He's also pretty tight with the boss, having starred in a Visa commercial with George. **The Yankees' captain seems to have it all**: the rings, the looks, the ladies, the endorsements—not to mention the fat contract.
MLB 2005		**Oakland A Eric Chavez**	Chavez is primed for a banner year with the A's. And then after his contract expires at the end of this year, the third baseman will probably follow Giambi and Tejada on the well-beaten path out of Oakland to higher-paying pastures. His numbers (.282 BA, 28 HR, 101 RBI) are pretty respectable, but we can't help but think of at least two dozen other players that we would rather see on a cover. **He's not even the fan favorite on his own team!** Zito! Zito! Zito!

NOW BATTING: ESPN'S JON MILLER

Giants' announcer on virtual commentary

OPM: Before recording tracks for this year's version of *ESPN Major League Baseball*, had you ever done commentary in a game?
Jon Miller: I did one a few years back—*All-Star Baseball* (1997) with Frank Thomas on the cover. But obviously the technology wasn't as advanced as it is in this game.

OPM: Seems like it'd be pretty easy to space out. We're told you had 3,000 names to read.
JM: Yeah, they just go on and on and on. You're doing the voice for an exciting play—a guy is getting an extra base hit or hitting a home run—and over and over again, you're having to get excited about something that doesn't exist. You have to invent all that.

OPM: From what we've heard, you sound just like you would on an actual broadcast.
JM: Well, that's good. It's hard for me to know if it sounds like a real game or not. I know [from watching my son play the games that] when you put it on the television, even in that Frank Thomas game, there were times when it didn't sound quite right.

OPM: What do you think of the game's cover athlete, Jason Giambi?
JM: Giambi has that combination of power and batting average, and he gets a lot of walks. He's not only driving in runs, he's also getting on base to be driven in by the guys hitting behind him.

INVADER

ATARI.COM/TRANSFORMERS

PlayStation.2

TEEN T CONTENT RATED BY ESRB
Fantasy Violence

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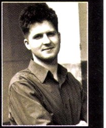
www.1UP.com
For all the latest from the show floor of E3, go here!

BAD ACTIVISION! BAD!
Activision is now at the center of a class-action lawsuit. In addition to accusations of shady accounting practices, the lawsuit alleges that the company shipped buggy games, knowing that they would be returned by consumers, in order to meet quarterly financial forecasts.

MEASURE UP

I WANT MY PSP



With this year's E3 right around the corner, we will likely start hearing the first details about the next generation of gaming consoles: PS3, the next Xbox, and probably something new and totally out there from Nintendo. I could almost care less, though—right now, PSP is the only thing on my mind. The portable system is sounding cooler every day, and I can't wait to get my hands on it. In a recent interview with a British publication, Criterion's Alex Ward (known for the *Burnout* series) stated that "PSP is really, really exciting—it's a very powerful machine. I mean, a PS2 handheld, why wouldn't you want one of them?" Exactly! Why wouldn't you?

What has me especially excited (other than the fact that it may now actually be considered cool to play games in public) is the lineup of titles we're starting to hear about. There is obviously a concerted effort on Sony's part to have games that the PlayStation audience will be familiar with. It makes sense—just as Nintendo always launches its hardware with a *Mario*, Sony is ensuring that it will have strong PlayStation brands available on day one.

However, unlike Nintendo, Sony will be counting on a lot of its third-party publishers to come through with big-name games. Although Sony does have its own titles in development (Japan is working on *Hot Shots Golf*, and Europe is said to be coming through with *WipeOut*), many of these may not be ready by launch. What will be done for launch are the big games from EA, Namco, Koei, and others. Just the thought of having those games on the go—with PS2-quality visuals—makes me all giddy inside.

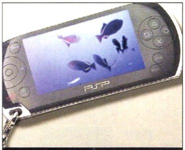
That said, one thing I'm also glad to hear is that Sony and third parties are looking to innovate with PSP games. No one's revealing any secrets yet, but there must be some cool gameplay ideas centered on the unit's connectivity options—Sega claims to be working on a brand-new game in a "brand-new genre," which has me totally intrigued. Square Enix is also a big proponent of offering new gameplay experiences with PSP and claims that its games will be original creations that make use of the platform's specifications. On one hand, I'm really interested to see what sort of new things Square Enix can come up with; on the other, there goes the handheld port of *FFVII* that I (and probably quite a few others) was hoping for.

In any case, PSP will be unveiled at E3 within a matter of weeks, and I'll finally have the chance to get my hands on it. Will I be blown away? Surely. Come check out my impressions—along with those of the rest of the *OPM* crew—at 1UP.com during our live coverage from the show in May.

Sam Kennedy is "the man" on www.1UP.com.

PSP HELD OFF

Why, Sony? Why?



We know you're getting tired of seeing this pic. Heck, we're sick of it, too. Sony will be unveiling the real PSP at E3 in about a month.

If you were expecting to have a nice, shiny PSP just in time for the holidays, well, too bad, because Sony's delaying the North American release of its portable gaming system until March 2005. Part of the delay stems from Sony's initial worry that a 2004 launch wouldn't give itself and other companies ample time to create a compelling launch lineup. It wants one that appeals to a variety of tastes, as opposed to having just a few key games, which is what gamers in Japan may end up with when PSP hits their shores in late 2004.

The other part of the delay is due to the PSP hardware itself. Developers in Japan saw the final prototype in the last few weeks of February, which accounts for developers still working on emulators. In addition, it looks like PSP will have even more functionality than before, including PS2 (and likely PS3) connection capabilities that developers have to prepare for. This feature should allow users to transfer saved games over to their PSP and continue playing the PSP version of the game on the go, although this goes against Sony's previously stated desire to see completely original games on PSP.

THE BIG PSP PLAYERS

What do we want to see on PSP? Let's have a look

	ATARI **Dragon Ball Z, Driver**	It's almost guaranteed that a *Dragon Ball* game will appear on PSP, but expect to see Atari bank on its licensed properties for the PSP.
	CAPCOM **Mega Man, Resident Evil**	Capcom will undoubtedly bring some of its proven franchises to the PSP, but expect to see a lot of original content from them as well.
	EA **SSX, Madden, Lord of the Rings**	EA is undoubtedly the most important developer for PSP. EA Sports and EA Sports Big games should fit the platform nicely.
	KOEI **Dynasty Warriors**	The relative simplicity of *Dynasty Warriors* seems like a perfect fit for the PSP. The fact that it's ridiculously popular doesn't hurt either.
	KONAMI **Castlevania, Winning Eleven, MGS**	Konami's lesser franchises (*Yu-Gi-Oh!*) seem like a safe bet, but it'll be interesting to see if the company wants to spend the money to bring its bigger properties over as well.
	NAMCO **Tekken, Soul Calibur, Ridge Racer**	Namco provided a *Ridge Racer* for the original PlayStation and PlayStation 2 launch; it would only be fitting to have one for the PSP.
	SEGA **Sonic, Shinobi**	The blue hedgehog has been making the rounds on just about every other platform, so he might as well make the jump to PSP as well.
	SONY **Jak, Ratchet & Clank, Twisted Metal**	Sony's already stated that nearly all of its internal studios are working on PSP projects. Most of these are likely offshoots of their PS2 counterparts.
	SQUARE ENIX **Final Fantasy, Front Mission, Dragon Warrior**	Squenix is pretty adamant about creating original content for PSP, but it's only a matter of time before its major franchises appear on the system.
	TAKE-TWO **Midnight Club, GTA, Robotech**	A *GTA* game probably won't show up for a while, if at all, but Take-Two has plenty of other projects it could bring to PSP.
	THQ **WWE SmackDown!**	This is pretty much a no-brainer since wrestling games are still popular, but still, it'd be cool to have a quality *SmackDown!* game on the go.

Clish MacLaver's

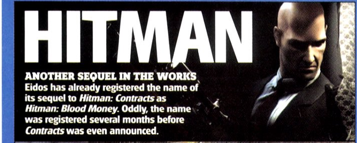
GOSSIP GOSSIP

All the muck that's fit to rake

A month from now we'll have a pretty good idea of everything likely to happen up until the end of 2004. How is this possible? E3, baby, E3. You will never find a more wretched hive of scum and villainy. Or more videogames for that matter. We must be cautious.

MONTHLY PS3 UPDATE

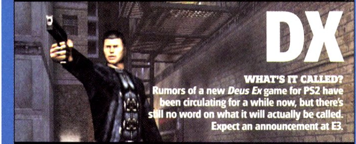
Brainy developer types are fast reaching the conclusion that all of the next-generation consoles are virtually identical in terms of processor power and abilities. It seems we're fast approaching the point where technology is so damn good that you'd be hard-pressed to spot the difference between a PS3 game and an Xbox 2 game. As we go to press, there's still no real indication of a release date for PS3, but you should keep checking www.1UP.com regularly, as there's always a chance that something will slip out. The same goes for PSP stuff. Everything we've heard about the handheld is outlined over on the page to the left, but things keep changing on that front, also.



HITMAN

ANOTHER SEQUEL IN THE WORKS

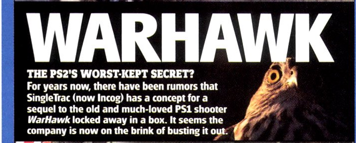
Eidos has already registered the name of its sequel to *Hitman: Contracts* as *Hitman: Blood Money*. Oddly, the name was registered several months before *Contracts* was even announced.



DX

WHAT'S IT CALLED?

Rumors of a new *Deus Ex* game for PS2 have been circulating for a while now, but there's still no word on what it will actually be called. Expect an announcement at E3.



WARHAWK

THE PS2'S WORST-KEPT SECRET?

For years now, there have been rumors that SingleTrac (now Incog) has a concept for a sequel to the old and much-loved PS1 shooter *WarHawk* locked away in a box. It seems the company is now on the brink of busting it out.

SPEED

MONTHLY *NEED FOR SPEED* RUMOR

Contrary to last month's rumor that the next *Need for Speed* game would be something completely new, fresh rumors are now circulating that there is in fact a sequel to *Underground* in the works.

PS3 GAMES ALREADY IN THE WORKS

Despite information about the system itself being hard to come by, we are starting to hear about a number of teams working on projects. Climax has been quite open about its current project, which is said to be an absolutely incredible racing game that incorporates a variety of different racing styles outside of just sports cars.

ENTERING THE MATRIX YET AGAIN

Expect to see an announcement at E3 this year about another *Enter the Matrix* game from Shiny. Although details are unconfirmed, the nature of the first game (running concurrently with the second movie) can give some hints as to what is expected of the new game (concurrent with *Revolutions*, perhaps?)

MORE TWISTED?

As we go to press, nothing new has been said regarding the possibility of a new *Twisted Metal* game, but it's entirely possible that Sony will slip this one out at the last minute. Keep an eye on www.1UP.com throughout April to check if they've said anything about it!

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

Illustration by Greg White

DEFENDER

ATARI.COM/TRANSFORMERS

PlayStation®2

TEEN
CONTENT RATED BY ESRB
Fantasy Violence

Licensed by:
Hasbro Properties Group

ATARI

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140 Madonna's I.Q., according to the Internet Movie Database.

SOUND STATION

Starring EyeToy: Groove

EARTH, WIND & FIRE: *RAISE!*

EARTH WIND & FIRE

I'm normally wary of an album that has an exclamation point in its title—I find with most things there's an inverse relationship between exclamation points and quality—but *Raise!* is chock-full of the classic, sophisticated soul and groove that EW&F seemed able to make almost automatically. That's not even counting the album's hit, the unstoppable "Let's Groove." The flip side of being able to produce automatic grooves, though, is that aside from "Let's Groove" nothing leaps out at you. But it's better to have that be a result of everything being equally good than equally bad.

★★★½

FATBOY SLIM: *YOU'VE COME A LONG WAY, BABY*

YOU'VE COME A LONG WAY, BABY

Back in 1998, Fatboy Slim was the mad bomb, yo (look, vintage 1998 slang!), and we thought *You've Come a Long Way, Baby* would be a classic. But now the whole album just sounds like a really long Mitsubishi Eclipse ad (except for the track "In Heaven," which uses the F-word repeatedly)—which goes to show what we knew. And, of course, "The Rockafeller Skank" and "Praise You" are targets for the inevitable Time-Life late-'90s compilation CDs, which in terms of credibility is just about as close as you can come to the kiss of death. This is the sort of CD that you'll play for your kids to show them the kind of music you listened to "back then." And they'll *giggle*.

★★★½

MADONNA: *MUSIC*

This release is proof that Madonna peaked with her truly amazing *Ray of Light* album. *Music* (and especially the album's hit title song), is the sonic equivalent of zooming through the streets of Manhattan at 4:30 a.m. in a limo full of amped-up people desperately looking for one more party to hit—and the leader of the pack is old enough to be your mom. It's like all your most cherished MILF fantasies gone wearily and skankily wrong. Also, Madonna should have been banished from all polite society for her perfectly wretched remake of the perfectly wretched "American Pie."

★★½

SISTER SLEDGE: *WE ARE FAMILY*

If there ever *were* such a thing as a murderous, time-traveling cyborg, I would pay it cash money on the barrelhead to go back to 1979 and terminate the sisters Sledge before they could record "We Are Family." That is how sick I am of that cheap-and-easy anthem of glibly empowered femininity. Such a trip also would have spared me from having to deal with this album, which, aside from the title track, is basically competent but entirely unexciting disco—however, Sister Sledge's other hit, "Lost in Music," isn't entirely painful. But that's not enough to keep me from sending that cyborg.

★★

SUGABABES: *ONE TOUCH*

sugababes one touch

I'm fully aware that Sugababes is a flash-frozen TLC clone right down to its cutesy three-part harmonies over reheated new-jack stylings, but you know what? I don't care. I find *One Touch* strangely compelling anyway, even though (again like TLC) the band has song after song about how men treat women like crap. Hint to Sugababes: Good men aren't that hard to find—they're called "geeks." True, you'll need to dress most geeks and teach them how to shower daily and interact with other humans in public, but after their training period, they'll be fine. Just representin' for the geek nation here.

★★★

Photo Corbis/Outline

MAY
11
04
TRANSFORMERS™
BRAND
THE ULTIMATE CONFLICT BEGINS MAY 11
PRIME

PREPARE FOR BATTLE AT
ATARI.COM/TRANSFORMERS

TEEN
T
CONTENT RATED BY ESRB

Fantasy Violence

PlayStation®2

RESERVE YOUR COPY NOW
GameStop

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Properties Group

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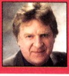
ENLIGHTENING
In 1962, Uma Thurman's father, Robert A. F. Thurman, was the first westerner to be ordained a Tibetan Buddhist monk.



DVD REVIEWS

By John Scalzi

"I might never have liked you. Point in fact, I despise you. But that doesn't suggest I don't respect you."

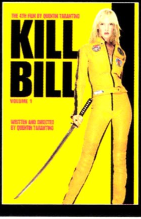
KILL BILL: VOLUME 1

(Uma Thurman, Sonny Chiba)

As a filmmaker, Quentin Tarantino has a certain purity that few others have. Simply put, Tarantino likes what he likes and chooses to celebrate it, over and over. What he likes is pulp and kitsch, surfaces and shiny objects, fun, action, and film. *Kill Bill: Volume 1* is as close to an expression of that certain special purity as he's likely to get: a master study of movement set to the rhythms of junk culture. There's nothing about the film that touches on the real world, and that much should be evident in its heroine, The Bride, played by Uma Thurman at her most elongated. The Bride is given just enough backstory to establish that she is an avenging angel, and then she's off, getting into knife fights in suburban kitchens or hacking her way through dozens of katana-wielding bad guys in a Japanese restaurant. Plot is minimal, action is maximal, and style trumps substance as Tarantino gleefully rummages through his bag of tricks to see what he can throw onto the screen next.

On a certain level, this is an empty, empty film, devoid of the human characterization that made *Pulp Fiction* his finest film (and the underrated *Jackie Brown* an excellent follow-up). The film's final lines indicate that there's a possibility this will be addressed in *Volume 2*. We'll see. Until then, I don't know if I should count this emptiness against *Volume 1*, since I doubt filling it was on Tarantino's list of things to do. *Kill Bill* is pure action.

★★★★½


THE 4TH FILM BY QUENTIN TARANTINO
KILL BILL
VOLUME 1
WRITTEN AND DIRECTED BY QUENTIN TARANTINO

UPCOMING DVD RELEASES

April 6, 2004
Charlie's Angels: Season 2
Freaks and Geeks: The Complete Series
Police Academy: 20th Anniversary Special Edition
The Matrix Revolutions

April 13, 2004
Babylon 5: Season 5
Highlander: Season 4
Kill Bill: Volume 1
Timeline

April 20, 2004
Helter Skelter
Master and Commander: Far Side of the World
The Office: The Complete Second Series
Reefer Madness: Restored and in Color
Step Into Liquid

April 27, 2004
Big Fish
The Cooler
ER: Season 2
Kids in the Hall: Season 1
Love Actually
Saved by the Bell: Seasons 3 and 4
Stuck on You
Vice Versa

BIG FISH

(Albert Finney, Ewan McGregor)

Big Fish is destined to become a classic for aging goths who are finally confronted with true mortality and discover that their ankhs and eyeliner haven't prepared them for the real thing. It helps that the film was directed by goth icon Tim Burton, whose own mortality epiphanies (parental death and birth of a child), one suspects, inform this film. Finney plays a blowhard character who relives his life on his deathbed, with bizarre adventures that are probably too interesting to be true. But what if they *are* true? Burton's going for some heavy themes here, and he doesn't quite hit them, but the atmosphere he creates will pull along those who are willing to cut him some slack. Burton's always been better with moments anyway. Aren't we all?

★★★½

HEAVY
During the final Neo-Smith fight scene in *The Matrix Revolutions*, a choir is singing passages from sacred Hindu literature.

INSIDE JOKE
In the scene when David (Hugh Grant) first meets Natalie (Martine McCutcheon) in *Love Actually*, his tie changes 11 times.

THE COOLER

(William H. Macy, Alec Baldwin)

It's gotta suck being the guy whose luck is so bad that a casino actually uses you to cool down players on a hot streak. But what's even worse is when your bad luck looks like it might change, throwing your life, your job, and everything else into the garbage pile. That's *The Cooler*'s fascinating premise, and while it sounds like a *Twilight Zone* knock-off from the outside, you'll find three great performances on the inside: William H. Macy as the loser, Maria Bello as the gal who could change his luck, and Oscar-nominated Alec Baldwin as the loser's boss, who fears change in his own special way. I've always been a big fan of Macy, who has taken the role of schlub to new and arty heights in his career—and he just keeps going there. Lucky for us.

★★★★

THE MATRIX REVOLUTIONS

(Keanu Reeves, Laurence Fishburne)

When this flick came out, I commented over at 1UP.com that the trick to understanding and enjoying *Revolutions* was to recognize that the Wachowski brothers were making anime, just with live-action people in it (really, why do you think they bankrolled *The Animatrix*?). So if you look at *Revolutions* as anime, it's pretty darn representative: lots of fast, kinetic action with a shaky story and dialogue that appears badly translated from another language. *Matrix* geeks felt let down because the nature of the universe wasn't ultimately revealed to them, and both *Reloaded* and *Revolutions* ended up being just a couple of movies. But as I also said, don't think about what the films should have been, think about what they *are*: pretty good action sci-fi flicks with groovy-ass special effects. So chill out with all that deep stuff and just let 'em be that, OK?

★★★½

LOVE ACTUALLY

(Hugh Grant, Emma Thompson)

Richard Curtis (*Four Weddings and a Funeral*, *Notting Hill*) is one of my favorite living screenwriters because he is actually witty and not merely sarcastic and cheaply ironic (and yes, there's a difference). Curtis now steps behind the camera to direct *Love Actually*, which follows a number of largely sad Brits as they attempt to fall in love. It's not Curtis' best work (too many disjointed stories), but it has great moments, chief among them Hugh Grant as Britain's prime minister going off on the president of the United States because he thinks the president is flirting with a girl he likes. It's sweet, pathetic, funny, and real—to the extent that everyone who's had a crush has been right there. This is wit in the service of something more: the idea that love is better than the alternative.

★★★½

MASTER AND COMMANDER: THE FAR SIDE OF THE WORLD

(Russell Crowe, Paul Bettany)

2003 turned out to be the best year in decades for swashbucklers—first thanks to *Pirates of the Caribbean*, which was a farcical look at the genre, and then *Master*, which was arguably one of the best seagoing adventures ever. I don't know that much about the warships of the early 19th century, but I'll tell you what: When the *HMS Surprise* and the French vessel *Acheron* square off against each other, it certainly *feels* real. And for those of you who like a little acting with your adventure, you can't beat Russell Crowe as Capt. Aubrey and Paul Bettany as Dr. Maturin, who play good friends with frequently opposing points of view. In a year without hobbits, *Master* would have had a huge Oscar night.

★★★★

THE OFFICE: THE COMPLETE SECOND SERIES

(Ricky Gervais, Martin Freeman)

Two reasons why you'd never see this bitterly brilliant British fakeumentary on American network television in its original form: First, each season is six episodes long—a perfect length for this series (too much bile would be bad) but too short to fly with the major U.S. networks. Second, for a country whose idea of an office comedy is *The Drew Carey Show*, *The Office* is simply too black, too cynical, and too friggin' *mean*. People would just wonder why these people are *so* awful—particularly office manager David Brent (Gervais), a callous and oblivious meathead who is, without doubt, the first classic comedy character of the 21st century. You'll be appalled. You'll also want to watch it over and over.

★★★★½

STEP INTO LIQUID

(A bunch of surfers, dude!)

People who aren't surfers suspect that those who are may be clinically insane, and *Step Into Liquid* does nothing to dispel that opinion—the surfers in this documentary haul themselves out a hundred miles into the ocean to surf skyscraper-tall waves, surf the wake created by oil tankers, or put hydrofoils on their boards and surf suspended a yard into the air. These people are nuts, end of story. On the other hand, if you have to be insane, why *not* do it on the waves? This film has even more awesome photography than most surfing docs do—you may think they're crazy, but you'll wish you were, too. Awesome DVD bonus: complete *Kelly Slater's Pro Surfer* videogame, so you can get all the thrill of surfing without worrying about a shark taking off your arm.

★★★★

STUCK ON YOU

(Greg Kinnear, Matt Damon)

I'm just going to come right out and say that I don't really have all that much enthusiasm for the Farrelly brothers—yes, they have a certain talent for making the rude and crude at least somewhat amusing, but at the end of the day, their brand of humor doesn't do much for me. I recognize that other people will enjoy *Stuck on You* more than I did; what's not to like about Matt Damon and Greg Kinnear as Siamese twins going to Hollywood to find fame? But aside from a few moderately clever sight gags involving the trials of being conjoined and Cher shacking up with Frankie Muniz (it's funny because it could be true!), it's just not the film for me. You Farrelly brothers fans know who you are: Please, enjoy! I *want* you to. Have fun, you crazy kids.

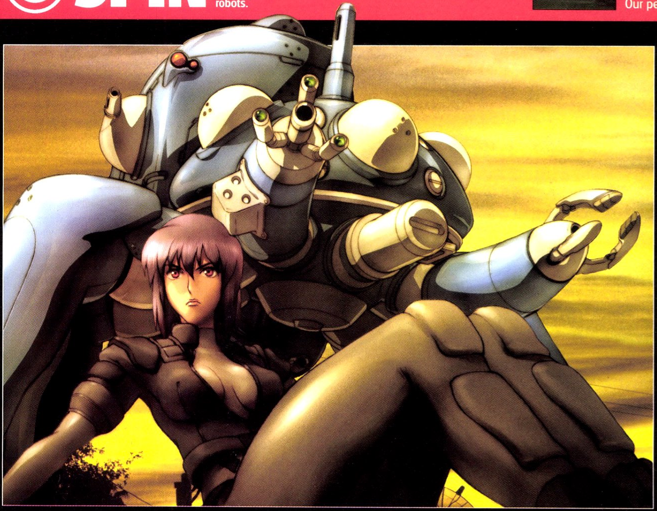
★★★½

TIMELINE

(Paul Walker, Billy Connolly)

A stinker from action director Richard Donner based on a so-so Michael Crichton book in which modern-day graduate students journey back to 14th-century France to find their time-traveling professor. Let's hope they get extra credit for the effort. The 14th century was a chaotic and confusing time, to be sure; does that mean the filmmakers had to follow its example? There are some cool scenes, including a castle siege with all the trebuchets you can eat. In the end, though, it doesn't add up any more than the book did. Also, Paul Walker can't act. Sorry, Paul. Donner's a great action director (note all those *Lethal Weapon* films), but he just can't seem to get this one figured out. Save yourself the time and rent something else.

★★



ANIMANIA!

By Dave Smith

Crazy women and their gutted fish

THE MAJOR STANDS ALONE

We knew it was coming, but the details have finally been nailed down. *Ghost in the Shell: Stand Alone Complex* is coming to DVD and cable television this summer. Bandai will produce and publish the DVD version (which will in turn be distributed by Manga Video) and hook up the series' broadcast on Cartoon Network's Adult Swim block. Based more closely on Masamune Shirow's episodic manga than the film adaptation from some years back, *Stand Alone Complex* features Major Motoko Kusanagi and the cyborg cops of Section 9 in a top-notch production with direction and animation from Production I.G. and a lovely soundtrack by Yoko Kanno of *Cowboy Bebop* fame. Volume one hits shelves June 27, and the Adult Swim showing will follow later in the year.

IN 10 YEARS, WHO KNOWS?

Production I.G. has its roots in one of the finest mecha shows money can buy—director Mamoru Oshii and screenwriter Kazunori Ito, among many others, got their start on the *Patlabor* television series. A second DVD collection and the eighth stand-alone volume in the series are both due out from Central Park Media on April 6 and contain more than your money's worth of mecha action, police drama, and top-notch character-driven comedy.

PARTY PARTY JOIN US JOIN US

Otaku no Video lampooned the budding anime fandom of the '80s, but it's about time a show took a few shots at contemporary geeks. *Comic Party* is based on one of those soft-core PC adventure games in which hordes of cute girls throw themselves at a hapless hero, but don't hold that against it—it's also a hilarious parody of the doujinshi (fan-drawn comics) phenomenon and nearly every other manifestation of anime geekdom. Volume one is due out from Right Stuf International on March 30.

DO WE WANT TO KNOW WHAT "PUNI PUNI" MEANS?

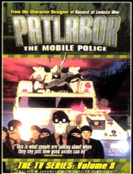
It's not subtle, it's not tasteful, and its magical-girl heroine manifests her wand from a gutted fish, but *Puni Puni Poemi* might be the funniest thing you'll watch all year. Sixty minutes of nonstop parody (of the magical-girl genre and anything else the writers could think of) is due out April 6 from ADV Films. Yes, it's only an hour long, but if you watch it, you'll understand why. A show that features the Scorpion Deathlock in the first three minutes could only maintain its pitch of insanity for so long.

JOURNEY TO THE WHEREVER

ADV has another top-notch release coming from the opposite end of the spectrum—*Kino's Journey* is a fascinating bit of low-key drama built around a young fellow's solitary road trip of self-discovery. Beautiful to look at and surprisingly compelling for such a quiet show—one shocking reversal hits just four episodes in—it's one of the most highly recommended series of the year. The first volume is already out (in regular and collector's box editions), and volume two arrives April 6.

CALL ME GODFATHER

Since chances are you missed *Tokyo Godfathers* in its limited theatrical release, you'll want to hit the DVD racks for this latest film from Satoshi Kon (*Perfect Blue*, *Millennium Actress*). *Godfathers* is another radical departure from Kon's typical work—after his previous forays into psychological thrillers and star-crossed romances, he turns to a bittersweet Dickensian comedy, as a trio of homeless Tokyo drifters crisscross town looking for the parents of an abandoned baby. April 13 is an odd release date for a sweet Christmas story, but it's worth watching any time of the year.

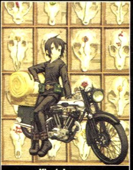

From the Character Designer of Record of Lodoss War
PATLABOR
THE MOBILE POLICE
"This is what people are talking about when they say just how good anime can be"
THE TV SERIES: Volume 8

Patlabor

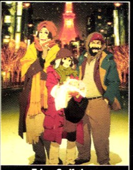
COMIC PARTY
RIGHTstuf

Comic Party

Puni Puni Poemi



Kino's Journey



Tokyo Godfathers

Death from Above

Rain destruction on your foes from the back of a flying, fire-breathing dragon. Dogfight airborne enemies in 360 degrees within massive environments.

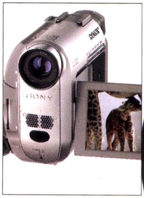
DID YOU KNOW?
Schwinn's first bicycle, the single-speed 19-pound Roadster, went on sale in 1895.

THE LIST

The eight coolest things we could find this month

SIZE IS IMPORTANT
SONY DCR-HC30 MINIDV HANDYCAM

Sony has to get better at naming things. "DCR-HC30" just doesn't convey the tiny, tiny coolness of this awesome camera. For just 600 of your American dollars, you get a full-featured digital camcorder with all the requisite goodies (including a 640x480 still camera) in a package that measures 2 by 3 by 4 inches. Find a tape measure right now and marvel at how tiny that is.



ADORABLE ABERRATIONS
TEDDY SCARES

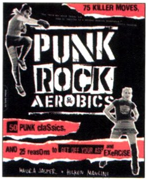
The press release states, "Admit it. You lusted for them. You displayed them. You slept with them every night and then, one day, you dumped your teddy bear. They used to be cuddly and cute, but no more." The Teddy Scares personify your Teddy's rage at being abandoned, and they come in five nasty flavors: Redmond Gore, the serial killer (pictured at right); Rita Mortis, the bossy badass; Abnormal Cyrus, the dim-witted Cyclops; Hester Golem, the bug-obsessed geek; and Edwin Morose, the pathetic poet.

BANANA SEATS RULE
NEW SCHWINN STINGRAY

Your first Stingray was probably a hand-me-down, but you no doubt spent time tricking it out with mirrors and headlights to make it your own. Well, Orange County Choppers (yes, those AOL-shilling motorcycle guys) has one-upped you, giving the banana-seated bike a face-lift by customizing a special edition of the classic.

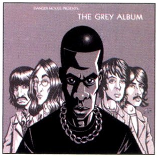
IT READS YOUR MIND
20Q

It's the scary toy that can read your mind using invasive alien artificial-intelligence techniques beamed from the future. Think of an item and then answer the 20Q's yes or no questions. You'll marvel as the smooth purple orb reveals exactly what you were thinking of. Where can you buy such an artifact? Well...Target and Wal-Mart, and it's just $9.99.



SHADES OF GREY
DJ DANGERMOUSE: THE GREY ALBUM

The London-based DJ mixes the vocals from Jay-Z's *The Black Album* with samples lifted from the Beatles' *White Album*. It's no album of the year, but it's a lot better than it should be. EMI sued the DJ for unauthorized use of the Beatles' songs, so you'll have to grab *The Grey Album* off the Interweb. Not that we encourage that sort of thing.



THE SIZE OF A CREDIT CARD
SONY DSC-T1 CYBER-SHOT

Another snappily named camera from Sony and another smooth silver object of technolust for you to crave. This baby packs 5.1 glorious megapixels of photo-snappage into a device about the size of a credit card (but thicker). At $549, it's expensive for a point-and-shoot camera, but it has just about every feature you could want. Plus...look how cool it is!

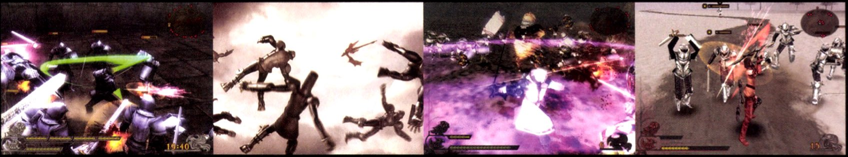
RICHARD HELL, MEET RICHARD SIMMONS
PUNK ROCK AEROBICS

Or to give you its full title: *Punk Rock Aerobics: 75 Killer Moves, 50 Punk Classics, and 25 Reasons to Get Off Your Ass and Exercise*. That pretty much sums the book up for us, but if you need more convincing, it contains photos of J. Mascis of Dinosaur Jr. perfecting the "Face Down Butt Lift." Or you could just go on the Jack Daniels–and-cigarettes diet, which seems to do wonders for most punk rockers' figures.

REAL-LIFE QUIDDITCH
HARRY POTTER CHAMPIONSHIP QUIDDITCH

Harry and Malfoy face off in a head-to-head Quidditch game, shooting quaffles through spinning hoops to score points. "As exciting and thrilling as the matches in the entertainment," the press release reveals. We're not quite sure what that means, but our love for games with projectiles remains undiminished. Look for it at Toys R Us soon.

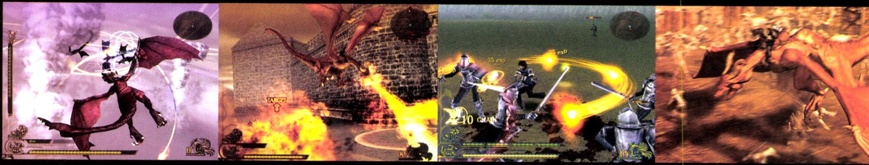
Crush vast armies with the might of your steel and magic.
As the legions fall, your strength, skills and spells will increase.



Chaos Below

Drakengard™

BRUTAL ACTION



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MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

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PlayStation®2

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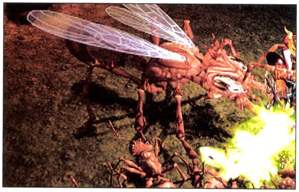
DID YOU KNOW?
The term "virtual reality" was first used by Douglas Engelbart in the late 1950s.

BY THE NUMBERS

IN ASSOCIATION WITH EB GAMES electronics boutique

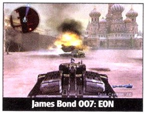
PS2 Top 20 Sales

Here's a weird FPS-weapon idea: tachyon bullets. Since tachyons (hypothetically) travel faster than light, you'd aim where your victim *used* to be, and they'd actually travel back in time to hit their target.

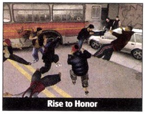


We'd bet a lot of money that our characters Krüsshêr and Vaavööm from *Champions of Norrath* could beat the tar out of Michelle Kwan and Elvis Stojko from Champions on Ice.

	Title/Publisher	Rating
1	**Champions of Norrath: Realms of EverQuest** (SOE)	★★★★½
2	**James Bond 007: Everything or Nothing** (EA)	★★★★½
3	**NFL Street** (EA Big)	★★★★½
4	**Rise to Honor** (SCEA)	★★★
5	**Mafia** (Gathering)	★★★½
6	**Need for Speed Underground** (EA Games)	★★★★½
7	**MX Unleashed** (THQ)	★★★★
8	**Baldur's Gate: Dark Alliance II** (Interplay)	★★★½
9	**Sonic Heroes** (Sega)	★★
10	World Soccer: **Winning Eleven 7 International** (Konami)	★★★★★
11	**R-Type Final** (Eidos/Fresh Games)	★★★★
12	**NBA Live 2004** (EA Sports)	★★★★½
13	**SOCOM II: U.S. Navy SEALs** (SCEA)	★★★★★
14	**Madden NFL 2004** (EA Sports)	★★★★★
15	**True Crime: Streets of L.A.** (Activision)	★★
16	**Dragon Ball Z: Budokai 2** (Atari)	★★½
17	**Final Fantasy X-2** (Square Enix U.S.A.)	★★★★★
18	**GTA Combo Pack** (Rockstar)	N/A
19	**NCAA March Madness 2004** (EA Sports)	★★★★
20	**Tiger Woods PGA Tour 2004** (EA Sports)	★★★★★

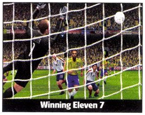


James Bond 007: EON



Rise to Honor

Sonic Heroes



Winning Eleven 7

Source: EB Games, February 2004. Numbers reflect the sales at EB and its affiliated outlets and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff.

PS1 Top 10 Sales

COLLECTORS' EDITION
PlayStation
LION KING
TOY STORY 2
Walt Disney World Magical Racing Tour

1	**Disney Collectors' Ed.**	Buena Vista
2	**Final Fantasy VIII**	Square
3	**Final Fantasy Tactics**	Square
4	**Elmo's Nums & Lttrs**	New Kid Co
5	**Namco Museum Vol. 3**	Namco
6	**Final Fantasy VII**	Square
7	**Dora the Explorer**	New Kid Co
8	**Ms. Pac-Man Maze**	Namco
9	**Namco Museum Vol. 1**	Namco
10	**Pac-Man World**	Namco

Japan's Top 10 PS2 Games

1	**Samurai Warriors**	Koei
2	**DBZ: Budokai 2**	Bandai
3	**Onimusha 3**	Capcom
4	**Winning Eleven 7 Int'l**	Konami
5	**SD Gundam GG Seed**	Square
6	**Final Fantasy X-2 Int'l**	Square
7	**Puyo Pop Fever**	Sega
8	**Kaido Battle 2**	Genki
9	**Shadow Hearts 2**	Aruze
10	**James Bond 007: EON**	EA

Top 10 BLOCKBUSTER Rentals

1	**Mafia (PS2)**	Gathering
2	**Rise to Honor (PS2)**	SCEA
3	**NFL Street (PS2)**	EA Big
4	**James Bond 007: EON (PS2)**	EA
5	**True Crime (PS2)**	Activision
6	**NFL Street (XB)**	EA Big
7	**DBZ: Budokai 2 (PS2)**	Atari
8	**Sonic Heroes (PS2)**	Sega
9	**THUG (PS2)**	Activision
10	**James Bond 007: EON (XB)**	EA

SOURCE: BLOCKBUSTER, WEEK ENDING MARCH 2, 2004

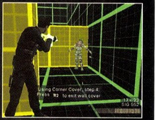
Top 10 Sales, All Systems

1	**FF: Crystal Chron (GC)**	Square
2	**Champions of Norrath (PS2)**	SOE
3	**Metroid Zero (GBA)**	Nintendo
4	**James Bond 007: EON (PS2)**	EA
5	**James Bond 007: EON (XB)**	EA
6	**Ninja Gaiden (XB)**	Tecmo
7	**NFL Street (PS2)**	EA Big
8	**Rise to Honor (PS2)**	SCEA
9	**EQ: Gates of Discord (PC)**	SOE
10	**Mafia (PS2)**	Gathering

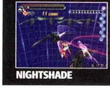
Trend Spotter: Virtual Reality

Hey, kids—remember back in the '90s when everyone thought we'd be vacationing in virtual reality by the year 2000? None of these games got the memo telling them that dream died.

CY GIRLS

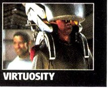


JAMES BOND 007: EON



NIGHTSHADE

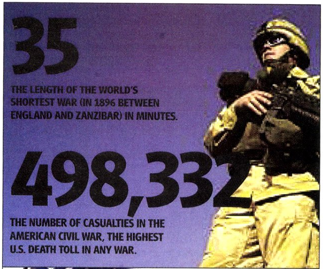
HEADHUNTER



VIRTUOSITY

War all the time

Humanity has always been good at kicking the crap out of people.

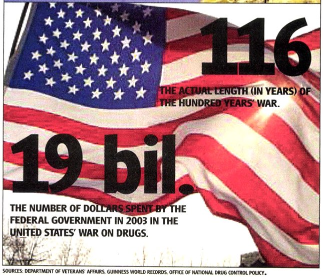


35

THE LENGTH OF THE WORLD'S SHORTEST WAR (IN 1896 BETWEEN ENGLAND AND ZANZIBAR) IN MINUTES.

498,332

THE NUMBER OF CASUALTIES IN THE AMERICAN CIVIL WAR, THE HIGHEST U.S. DEATH TOLL IN ANY WAR.



116

THE ACTUAL LENGTH (IN YEARS) OF THE HUNDRED YEARS' WAR.

19 bil.

THE NUMBER OF DOLLARS SPENT BY THE FEDERAL GOVERNMENT IN 2003 IN THE UNITED STATES' WAR ON DRUGS.

SOURCES: DEPARTMENT OF VETERANS' AFFAIRS, GUINNESS WORLD RECORDS, OFFICE OF NATIONAL DRUG CONTROL POLICY.

UTTERFINGER PRESENTS YOUR MONTHLY GAME FEED

YOU GONNA STEP IT UP, OR WHAT?

out of the ordinary GAME

R-TYPE FINAL

PS2

Released in arcades in 1987, R-Type dominated the arcade world with its original Force Charge system and its unique level design. Players who grew up disintegrating entire alien armadas on a single credit found themselves staring at the Game Over screen and swearing vengeance. Then they ran out of quarters.

R-Type Final is the last of the classic series, and if you think you've got mad skills, think again. This game was created by and for die-hard shooter fans. It features over a hundred ships that can be customized, a detailed tutorial mode, wicked graphics and complexity that'll challenge even the best kid on the block. This game will blister your thumbs and fry your mind. If you can hack it, challenge your friends to head-to-head battles with your own customized machines.

Try playing a game where you're three seconds away from death the whole time. R-Type Final demands skill but offers bragging rights like no other. Oh, and one other thing: if you take the time to think, you're dead.

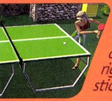
sweet CODES

THE SIMS BUSTIN' OUT

ps2 | xbx | gc

BUTTON CODES: Enter these codes in Bust Out or Free Mode:

Complete Motives: L2, R1, Left, Circle, Up.



Free Money: Push L1, L2, Right, Square, click in the right analog stick.

Helper Gnome: R2, L1, R1, L2, Left, Circle.

Unlock All Locations: Push R2, click in the right analog stick, click in the left analog stick, L2, R1, L1.

Unlock All objects: Push L2, R2, Up, Triangle, click in the left analog stick.

break out TRICKS

MLB SLUGFEST: LOADED

ps2 | xbx | gc

Perform the following to unlock new ballparks:

The Coliseum – Hit a homer in Fenway Park
Rocket Park – Hit a homer in Minute Maid Park
Monument Park – Hit a homer in Great American Ballpark
Midway Park – Hit a homer in Wrigley Field
Empire Park – Hit a homer in Yankee Stadium
Forbidden City – Hit a homer in PetCo Park
Atlantis – Hit a homer to right in PacBell Park

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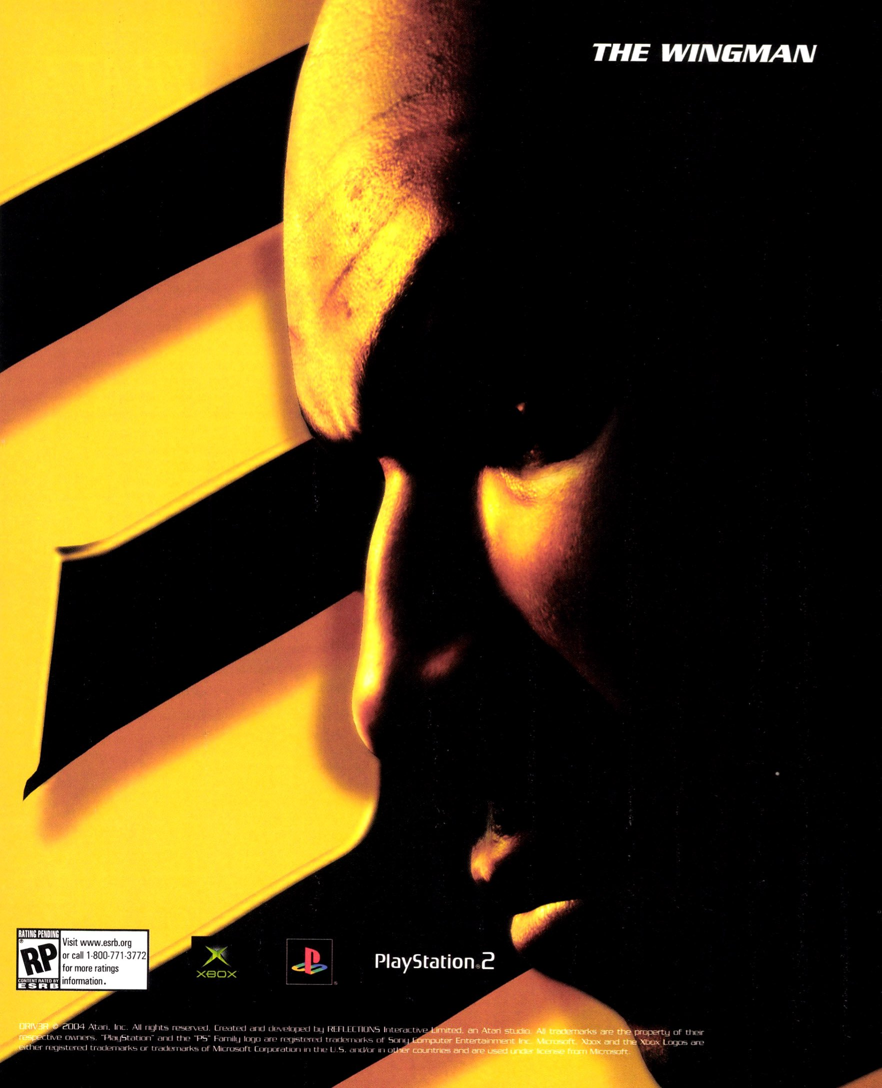
Nestlé
Butterfinger
bar

BREAK OUT OF THE ORDINARY



RATING PENDING
RP
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Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.

XBOX

PlayStation®2

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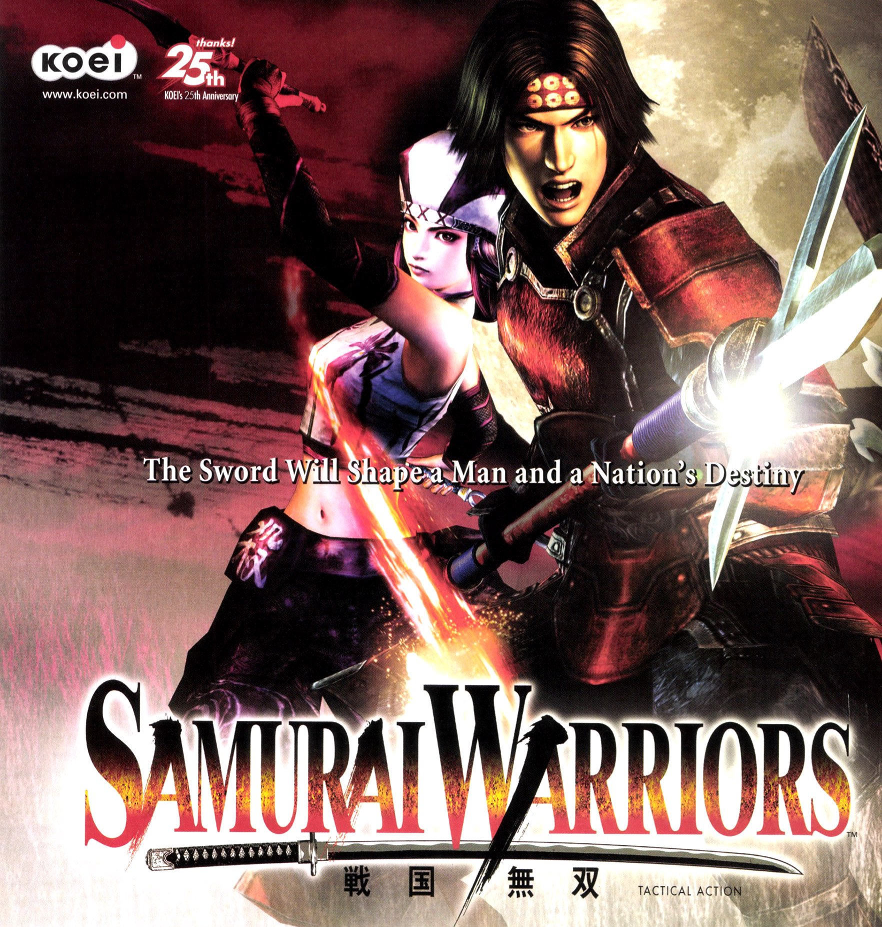
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Time flows from day to night. Seasons change. Swords will rise and men will fall. From the creators of Kessen™ and Dynasty Warriors®, Samurai Warriors™ recounts tales of valor and betrayal in Medieval Japan. Cherry blossoms cascade onto springtime battlegrounds. Traps lay hidden in noble castles. Battle through 30 scenarios prepared to lose and you will emerge victorious. With multiple endings you have the power to change a nation's destiny.

Produced by Omega-Force

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PlayStation®2

213
K.O. COUNT

New Auto Formation System changes castle level maps each time you play!

7Combo
240
K.O. COUNT

Create and train your own character in New Officer Mode!

Tokugawa Army Tokugawa Ieyasu
7Combo
266
K.O. COUNT

New Active Mission System triggers a multitude of objectives! Over 500 mission variations!

TEEN
T
CONTENT RATED BY ESRB

Suggestive Themes
Violence

3DCGデザイナー募集中!! 勤務地：カナダまたは日本　応募方法など詳細は www.koei.co.jp/html/joboffer をご覧下さい。

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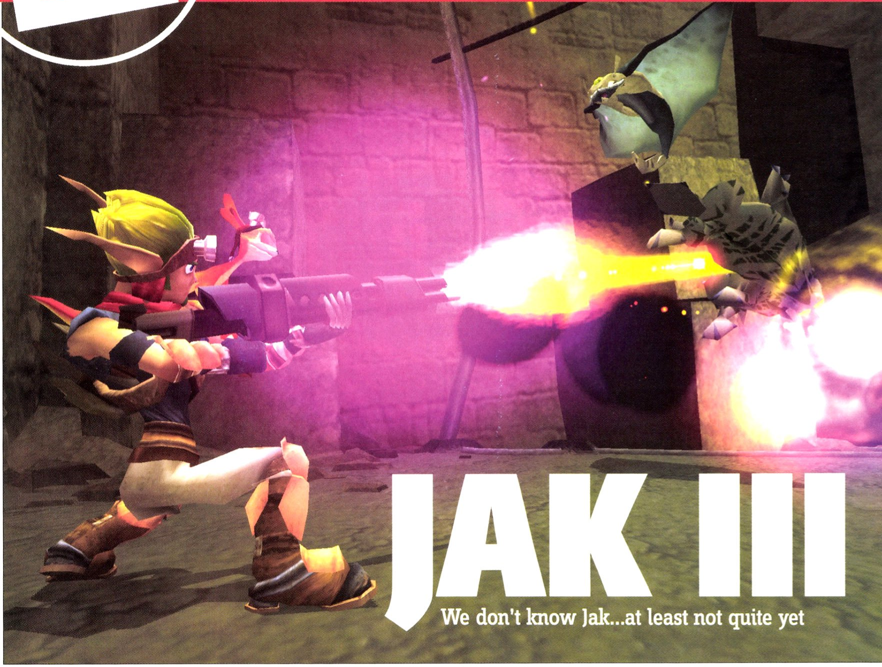
PREVIEWS

Third time's the charm.



JAK III

We don't know Jak...at least not quite yet

When Sony handed us this batch of screenshots from Naughty Dog's upcoming game that may or may not end up being called *Jak III*, you should have *seen* the reaction on everyone's faces!

OK, so maybe the reaction was more of a blasé "hmm...new *Jak* game, eh?" than an excited "holy freakin' crap!" Perhaps we'd be more excited if Sony had actually provided a single iota of information. Beyond the fact that its screens look almost indistinguishable from *Jak II*, here's everything we know about *Jak III*:

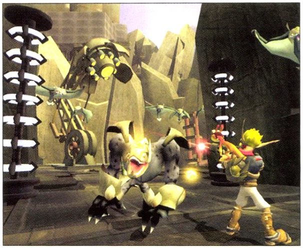
...

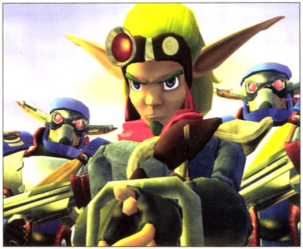
...

...

Get the idea? Expect a much more in-depth look at the game in our next issue.

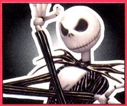
Publisher: Sony CEA **Developer:** Naughty Dog **Date:** Fall





70
TIMELESS
The next Star Ocean
Play it till the end of time!

72
TIDAL
Transformers
Robots of great size.



79
TIDINGS
Nightmare Before Christmas
Just in time for Halloween.

RATCHET & CLANK 3

A five-star trilogy?

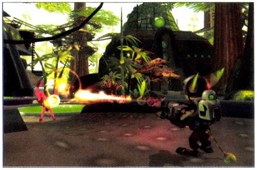
Throughout *OPM*'s nearly seven years of existence, only a select handful of franchises has ever managed a perfect five-star rating for all of its releases. Does *Ratchet & Clank 3* (expect the title to change) have what it takes to maintain its status with *Metal Gear Solid*, *NBA 2K*, *NBA Street*, *Final Fantasy*, *Winning Eleven*, and *Gran Turismo* in 5-SOC (the Five-Star Only Club)?

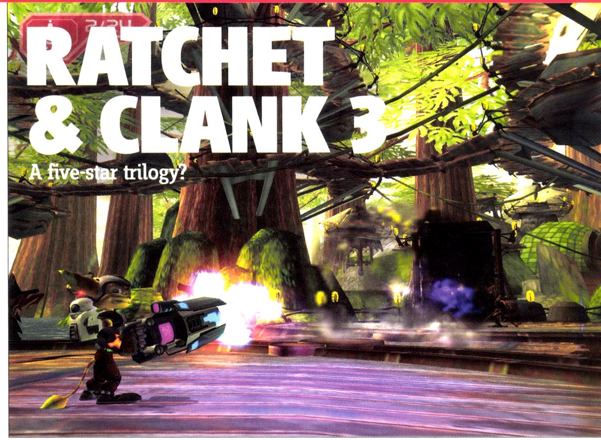
We have absolutely no idea.

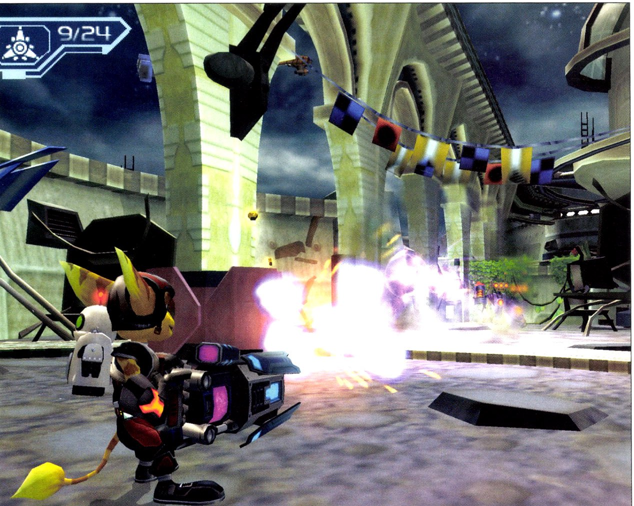
Just as with *Jak III*, Sony threw us some screens (which could just as easily be straight from the last game to those with an untrained eye), said "enjoy 'em," and left us hangin' until it officially unveils the two games for our next issue.

For now, all we can do is wonder. What new weapons will Insomniac come up with next? Will any involve chickens again? What about monkeys? We like monkeys. Will Clank have had enough of playing sidekick and go postal on Ratchet's ass? We can only hope.

Publisher: Sony CEA **Developer:** Insomniac **Release Date:** Fall

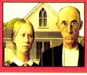






THIS ISSUE

78 BloodRayne 2
80 Blood Will Tell
80 Bujingai: The Forbidden City
75 Burnout 3
79 Catwoman
75 DRIV3R
71 Front Mission 4
80 God of War
76 Hitman: Contracts
74 Hot Shots Golf Fore!
66 Jak III
70 Mega Man Anniversary Collection
70 Mega Man X: Command Mission
76 Mercenaries
68 Metal Gear Solid 3: Snake Eater
74 MLB SlugFest: Loaded
78 Mortal Kombat: Deception
74 MTV Music Generator 3
79 The Nightmare Before Christmas
67 Ratchet & Clank 3
77 Red Dead Revolver
77 Resident Evil: Outbreak
72 Samurai Warriors
77 Second Sight
81 ShellShock: Nam '67
79 Shrek 2
70 Star Ocean: Till the End of Time
72 Transformers
72 Way of the Samurai 2



DID YOU KNOW? One of the first people to develop camouflage for the U.S. Army was Grant Wood, best known for painting *American Gothic.*

METAL GEAR SOLID 3
SNAKE EATER

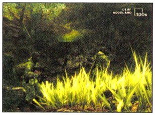
Sporting some camo

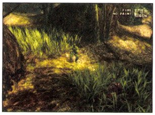
Metal Gear Solid creator Hideo Kojima loves to keep tight-lipped about the series' next installment, but he did open up a bit to us recently regarding *Snake Eater*'s use of camouflage...and that's pretty much it.

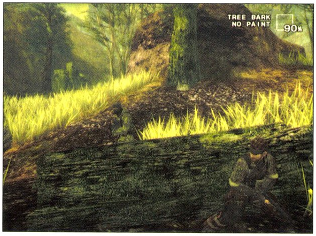
Along with traditional radar, Snake can now switch to a camouflage index that sums up his location, current position (stand, crouch, or prone), clothing pattern, and face paint. The closer the index is to 100 percent, the less likely it is that an enemy will see you. Oddly enough, Snake can instantly change camouflage patterns, so if he gets spotted, he still has a chance to blend into his surroundings. Movement and speed also have an effect on the camouflage index.

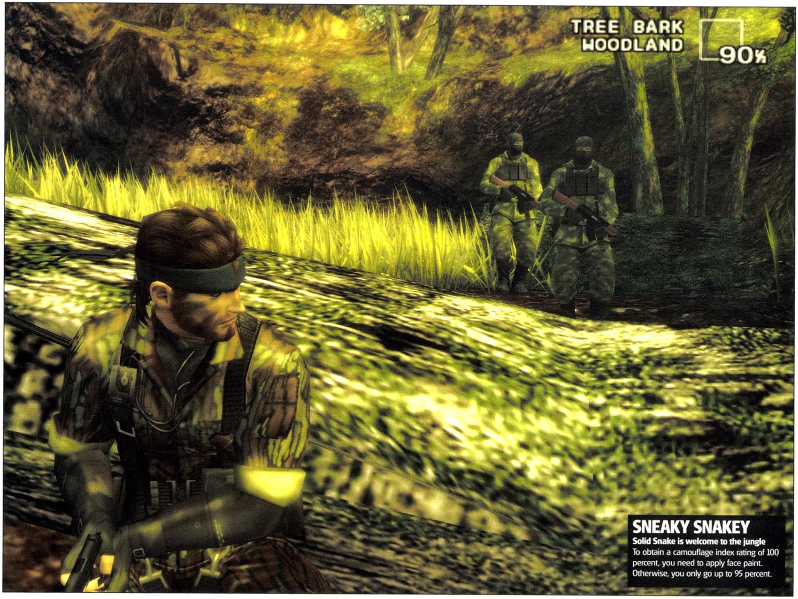
Now, see what it's all about on our *Metal Gear Solid 3* Activity Page!

Publisher: Konami **Developer:** Konami **Release Date:** November


LEAF
WOODLAND
100%


FIRE
NO PAINT
40%

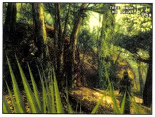

TREE BARK
NO PAINT
90%

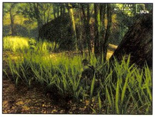

TREE BARK
WOODLAND
90%

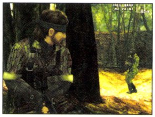
SNEAKY SNAKEY

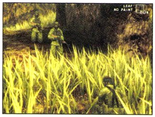
Solid Snake is welcome to the jungle

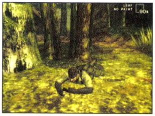
To obtain a camouflage index rating of 100 percent, you need to apply face paint. Otherwise, you only go up to 95 percent.


TREE BARK
NO PAINT
95%


LEAF
NO PAINT
90%


TREE BARK
NO PAINT
85%

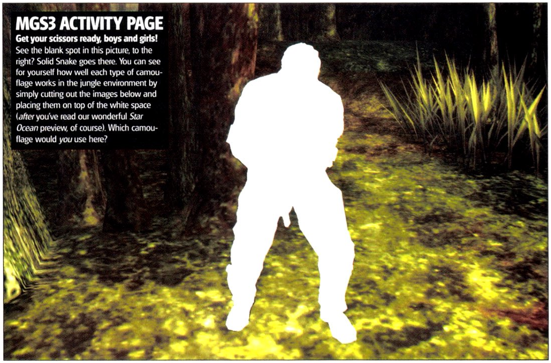

LEAF
NO PAINT
80%


LEAF
NO PAINT
90%

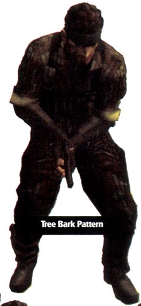
1915 Year in which the French army created a unit called the "camouflage division," effectively inventing camouflage use as we know it today.

MGS3 ACTIVITY PAGE

Get your scissors ready, boys and girls! See the blank spot in this picture, to the right? Solid Snake goes there. You can see for yourself how well each type of camouflage works in the jungle environment by simply cutting out the images below and placing them on top of the white space (*after* you've read our wonderful *Star Ocean* preview, of course). Which camouflage would *you* use here?



Fire Pattern


Tree Bark Pattern

Black Pattern

Leaf Pattern

Snow Pattern

Tiger Stripe Pattern

Olive Drab Pattern

ASKA
SHE'S THE
ARTISTIC TYPE.
THOUGH HER
ARTS ARE PURELY
MARTIAL.
CY GIRLS

August? We won't believe it *Till* we see it.

1999 Year in which French philosopher Nostradamus predicted the end of the world as we know it. We feel fine.

Mega Man

Mega Man 2

Mega Man 3

Mega Man 5

Mega Man 7

Mega Man 8

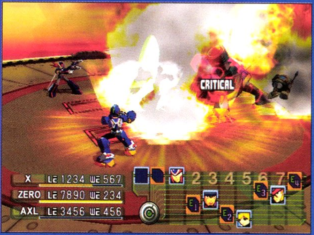
Mega Man: The Power Battle

Mega Man 2: The Power Fighters

MEGA MAN ANNIVERSARY COLLECTION

It's kind of scary to think that Mega Man is older than a large portion of the audience playing games today. Most have probably yet to experience the games that turned the Blue Bomber into the iconic character he is today. With this collection, Capcom aims to (re)educate everyone with 10 *Mega Man* games, eight spanning consoles from NES to PS1, the other two being arcade games previously unreleased on consoles.

Publisher: Capcom **Developer:** Capcom **Release Date:** March


CRITICAL
X LE 1234 WE 567
ZERO LE 7890 WE 234
AXL LE 3456 WE 456

MEGA MAN X: COMMAND MISSION

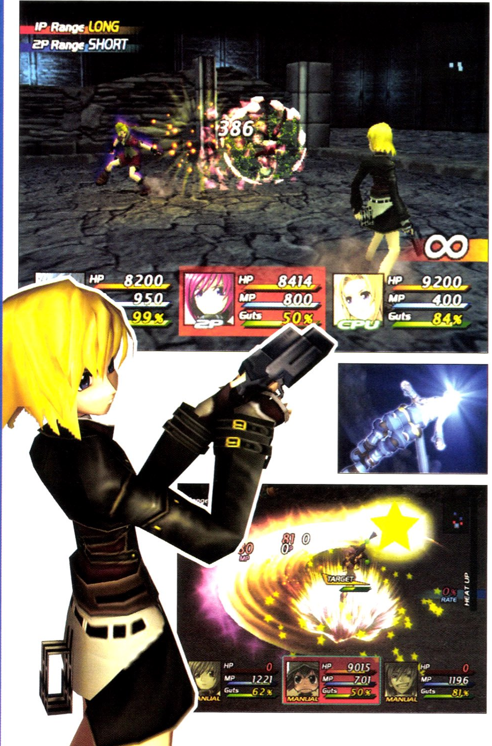
For his next adventure, Mega Man abandons his action roots in favor of a new RPG style. *Command Mission* uses a unique battle system that fuses traditional turn-based combat and real-time action. For example, while you issue attack orders in true RPG style, you also get a more reflex-based minigame when it comes time for your team of three characters (Mega Man X, Zero, and some newbies) to actually fight.

Publisher: Capcom **Developer:** Capcom **Release Date:** Summer

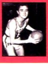
STAR OCEAN
TILL THE END OF TIME
The director's cut

Square Enix is giving its sci-fi epic the royal treatment. Not content to release the original version of *Star Ocean: Till the End of Time* (which was quite buggy), Squenix is taking the extra time to give us the proper director's cut. The core of this RPG features a unique real-time combat system and loads of space opera, starting with main character Fate Linegod vacationing with best friend Sophia Esteed when their resort gets attacked. The director's cut adds things like extra cut-scenes, dungeons, and even new characters, like martial artist Mirage Kaus and magician/explorer Adray Lasbard. You can also unlock a versus mode that lets you match characters against the CPU, other players, or create a three-person free-for-all match.

Publisher: Square Enix **Developer:** tri-Ace Inc. **Release Date:** August


1P Range LONG
2P Range SHORT
386
HP 8200
950
99%
HP 8414
MP 800
Guts 50%
2P
HP 9200
MP 400
Guts 84%
CPU
TARGET
HEAT UP
RATE
HP 0
MP 1221
Guts 62%
HP 9015
MP 701
Guts 50%
MANUAL
HP 0
MP 1196
Guts 81%
MANUAL

5/87 Date of enshrinement for Rochester Royals legend Bobby Wanzer (who played from 1947-1957) into the Basketball Hall of Fame. Strangely, *Front Mission*'s mechs aren't named for him.



FRONT MISSION 4

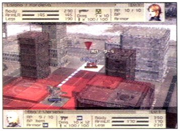
Wanzer General

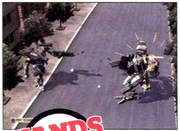
If you yearn for more turn-based mecha mayhem on PS2 (how long's it been since *Ring of Red* now?), then thank Square Enix for *Front Mission 4*. This is certainly no ugly game of robotic chess—it offers gorgeous-looking real-time biped mechs called wanzers slugging and shooting it out during each and every turn.

As each hulking wanzer assaults other hulking wanzers, the units gain experience points. After every battle, you get some downtime at your base, where you can then use these points to up attributes or add special abilities (speed shots, crippling attacks, etc.) to individual units.

But if you really wanna pound the crap out of enemies, use the new Link System, which lets you preset commands to multiple units. Assign up to three offensive or defensive commands, and when the lead wanzer attacks, the other wanzers execute their linked commands—making for some groovy simultaneous attack and defend tactics. Other tactical options include calling for air support via air strikes or air drops, using special radar and EMP options, and even factoring in weather and terrain when deploying your wanzers and attacking. Heck, robots can even punch each other! All we need now is some music from Wagner.

Publisher: Square Enix **Developer:** Square Enix **Release Date:** June



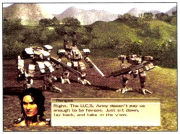


HANDS ON

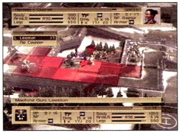
WACKY WANZERS

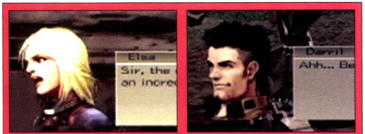
Like Hungry Hungry Hippos...except not

Expect the same quality CGI sequences as in other Square Enix games. With big robots!



Right. The U.C.S. Army doesn't pay us enough to be heroes. Just sit down, lay back, and take in the view.





Elsa

Sir, the

an incre

Darril

Ahh... Be

GIRLS AND GOLD

The two heroes of Front Mission 4

You first play as Elsa, some plucky German gal who's investigating a mysterious wanzer attack at a German base. After some missions of fighting off unidentified enemy units (in addition to some intrigue surrounding a German wanzer officer) the game takes a sudden turn by having you play as Darril, an American wanzer pilot in Venezuela. Darril's unit (originally sent in to suppress revolting Venezuelans) witnesses a plane crash and notices that the wreckage is full of gold bullion (sounds like someone at Squenix has recently watched *Three Kings*). As you play the game, the plot switches back and forth between Elsa and Darril, and their stories eventually intertwine. Rumor has it that they never have any face-to-face time, though. Alas, little chance for romance.

ICE

SHE'D LOVE TO
TAKE YOU OUT.

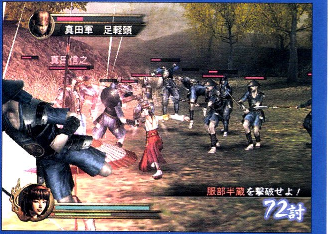
FROM 20 METERS.

CY GIRLS

07:18:54

There needs to be a samurai Transformer.

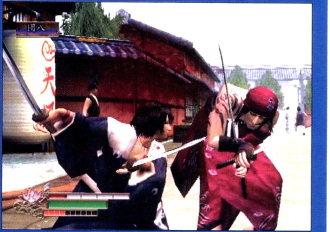
1,029 Movies with "samurai" in the title, according to the Internet Movie Database.

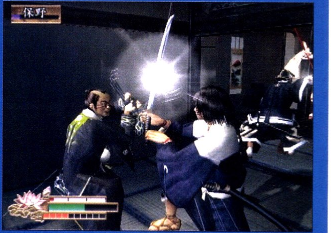


SAMURAI WARRIORS

Not much has changed since our hands-on preview of *Samurai Warriors* last month. It's still pretty much the feudal Japan-set version of *Dynasty Warriors* we've always made it out to be. And that's not a bad thing. Worth noting, however, is that Electronic Arts has since swooped in to help Koei distribute the game. So what's that mean? The marketing push the game deserves, most likely. And that's *certainly* not a bad thing!

Publisher: EA Games/Koei **Developer:** Omega Force **Release Date:** May





WAY OF THE SAMURAI 2

The first *Way of the Samurai* was all about choices, giving you a ton of different story paths and a bunch of different endings. *Way 2* raises the stakes with even more RPG-like choices—you can even earn money doing odd jobs for townspeople. More than 400 special moves and 60 swords should keep you plenty busy, too...hopefully making the experience last longer than an hour, which the last game did.

Publisher: Capcom **Developer:** Acquire **Release Date:** Summer

TRANSFORMERS

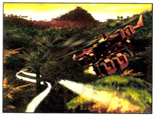
Short on development, long on coolness

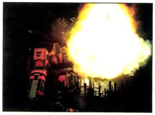
There's no doubt about it—*Transformers* (no more *Armada* or *Prelude to Energon* in the title) is a visually impressive game. Interestingly, the development team at Melbourne House crafted the entire thing in about a year—an amazingly short amount of time for such quality.

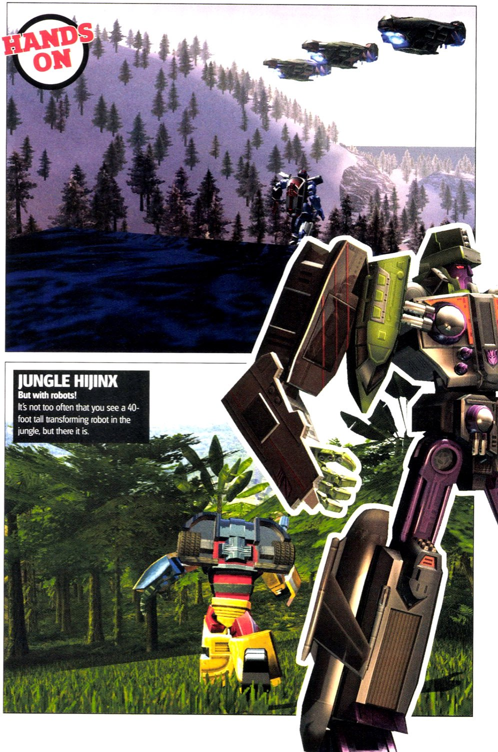
It's quite the technical feat on a few different levels. For one, many of the game's environments are absolutely massive, allowing you to see dozens (if not *hundreds*) of miles in every direction when you reach an area's highest point. But that doesn't even compare to the game's bosses, like Tidal Wave, the humongous aircraft carrier (yes, that's right, a freakin' aircraft carrier) who makes the regular Transformers look like they're about the size of a peanut.

Of course, to beat it and other bosses, you have to equip yourself with different Mini-Cons, which give the Autobots special powers.

Publisher: Atari **Developer:** Melbourne House **Release Date:** May





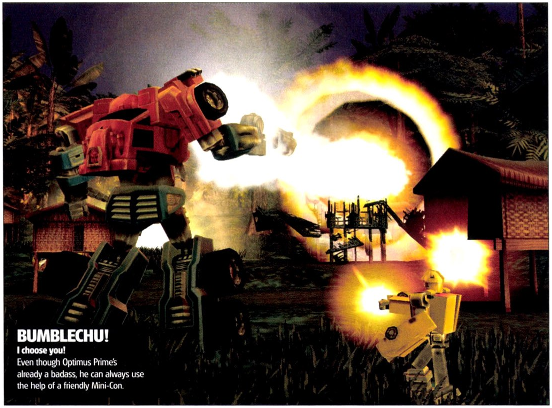


JUNGLE HIJINX

But with robots!

It's not too often that you see a 40-foot tall transforming robot in the jungle, but there it is.

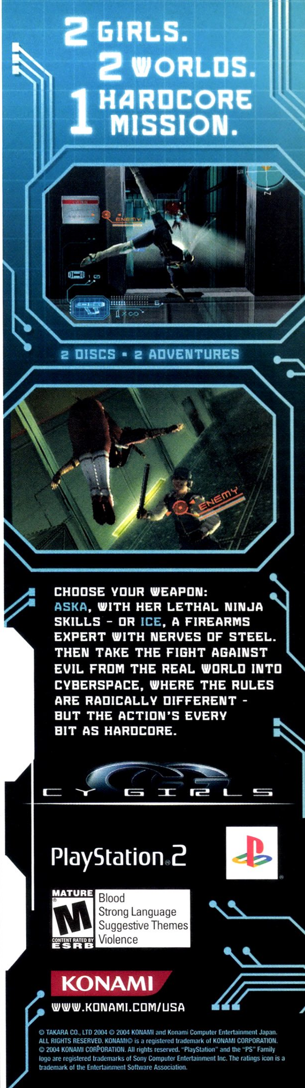
61 Where *Transformers: The Movie* ranks among all animated features ever made, according to Rotten Tomatoes' Online Film Critics Society, right between *Fantasia 2000* (60) and *Batman: Mask of the Phantasm* (62).



BUMBLECHU!

I choose you!

Even though Optimus Prime's already a badass, he can always use the help of a friendly Mini-Con.



2 GIRLS.
2 WORLDS.
1 HARDCORE MISSION.

2 DISCS • 2 ADVENTURES

CHOOSE YOUR WEAPON: ASKA, WITH HER LETHAL NINJA SKILLS – OR ICE, A FIREARMS EXPERT WITH NERVES OF STEEL. THEN TAKE THE FIGHT AGAINST EVIL FROM THE REAL WORLD INTO CYBERSPACE, WHERE THE RULES ARE RADICALLY DIFFERENT – BUT THE ACTION'S EVERY BIT AS HARDCORE.

CY GIRLS

PlayStation 2

MATURE
M
CONTENT RATED BY ESRB

Blood
Strong Language
Suggestive Themes
Violence

KONAMI

WWW.KONAMI.COM/USA

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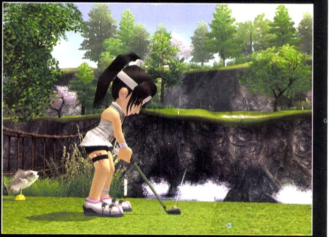
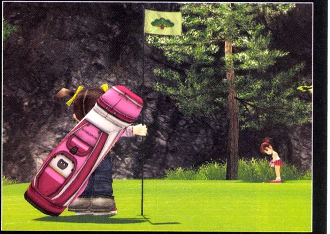
NOT TO BE CONFUSED WITH...
Loaded was an ultraviolent shooter for 1996—back when they still used those big-ass PS1 boxes!

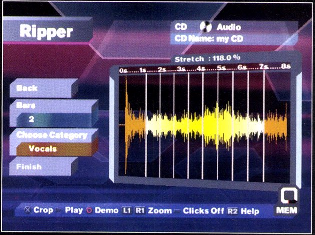




HOT SHOTS GOLF FORE!

The fourth title in the popular *Hot Shots Golf* series features more of the same fun offered by the previous installments. The game includes 10 entirely new courses, five from *Hot Shots 3*, and a large cast of zany characters. But more important, *Fore!* features online play with support for head-to-head action, as well as real-time tournaments that support up to 30 players.

Publisher: SCEA **Developer:** ClapHanz **Release Date:** September



CD Name: my CD
Stretch : 118.0 %
Bars 2
Choose Category Vocals

MTV MUSIC GENERATOR 3

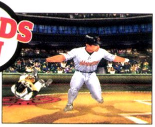
In an attempt at refining the music-creation-on-consoles genre yet again, *MTV Music Generator 3* will ship with a selection of licensed tracks that you can remix to your heart's content. Outkast's "The Way U Move," Snoop Dogg's "From Tha Chuuuch To Da Palace," and Fabolous' "This Is My Party" are some of the highlights. You can also import and manipulate your own sounds.

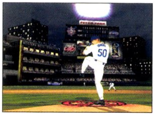
Publisher: Codemasters **Developer:** Codemasters **Release Date:** June

MLB SLUGFEST LOADED

HANDS ON

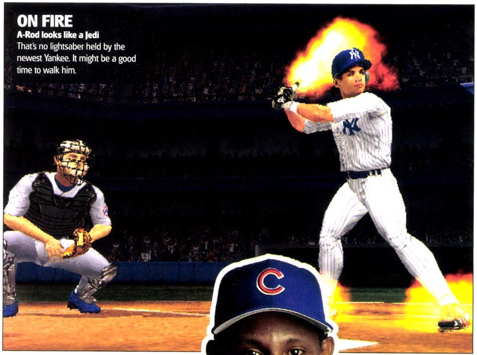
Loaded...but not with much new stuff



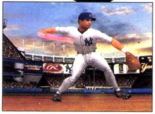


With the exception of online play, an in-depth franchise mode powered by the engine for *Baseball Mogul* (a popular, ultradeep PC simulation program), and a unique pitching meter designed to confuse other players in two-player games, Midway really hasn't touched its popular *SlugFest* formula with *Loaded*. Not that it really needs to—what other baseball game allows you to throw trick pitches, punch fielders, and bean batters as a part of good strategy? We do have to wonder, though: Do we really *need* a third *SlugFest* in three years? Sure, it's a blast to play, but no more so than it has been the past couple years. We have a feeling this one'll be worth picking up for anyone who hasn't tried Midway's brand of baseball yet, but everyone else might wanna stick with *MVP*.

Publisher: Midway **Developer:** Midway **Release Date:** June

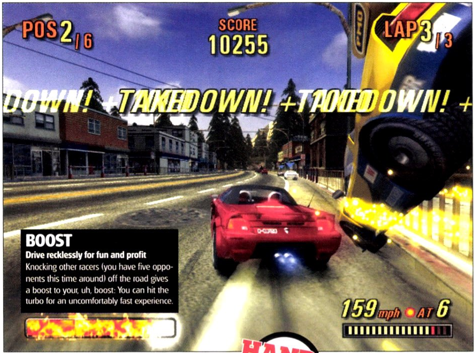


ON FIRE
A-Rod looks like a Jedi
That's no lightsaber held by the newest Yankee. It might be a good time to walk him.



COVER WHORE
Sammy Sosa strikes again
Now that he's on the cover of *Loaded*, Sammy Sosa holds the prestigious I've Been on the Cover of More Game Franchises Than Anyone Else award. Others include *Triple Play 2000*, *Sammy Sosa High Heat MLB 2001*, and the god-awful *Sammy Sosa's Softball Slam*.

86 Metacritic.com's average score for *Burnout 2* (out of 100). Could *Burnout 3* be even better?



BOOST

Drive recklessly for fun and profit

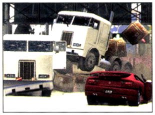
Knocking other racers (you have five opponents this time around) off the road gives a boost to your, uh, boost: You can hit the turbo for an uncomfortably fast experience.

HANDS ON

BURNOUT 3

Faster than any game should be

POS 5/6
SCORE 3055
FINAL LAP
SLAM! +50



You've played *Need for Speed Underground*, and now you think you know what speed is, right? You think you know racing.

You don't know jack.

EA showed *Burnout 3* to five or six of us on a big screen in a small, dark room. Every so often, the person in the driver's seat would have a particularly good run, sending the speedometer climbing into the 200s. The screen started to blur around the edges, the traffic came at a blinding pace—but the most interesting thing was that the observers were noticeably, obviously uncomfortable with the breakneck speed at which "we" seemed to be going. That's how fast *Burnout 3* is.

Now, imagine what happened when we drove into oncoming traffic. Picture the biggest car crash you've ever seen on film. Now double it. The crashes are every bit as fun as the driving, and that's saying a lot.

Publisher: EA Games **Developer:** Criterion **Release Date:** September

POS 2/6
SCORE 8655
LAP 2/3
SLAM! + 100

THE 411

Hey, it's a first-look exclusive!

Burnout 3 is still very early in development, so we don't have many specifics beyond the fact that you race in the States, the U.K., and Japan with cars that very closely resemble real-world models (but aren't). But damn, with this driving engine, who needs specifics?

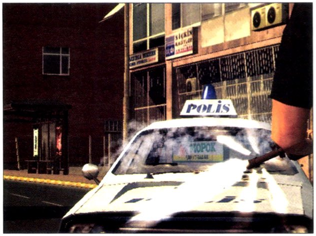
DRIV3R

Pulling out all the stops

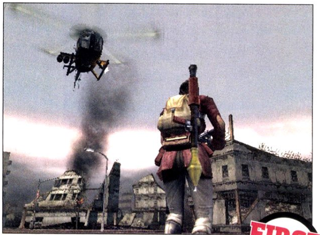
If you missed out on our *DRIV3R* extravaganza last issue (shame on you!), here's a little recap. Undercover cop Tanner (who's voiced by *Reservoir Dogs/Free Willy 2* actor Michael Madsen) returns to stop an underground car-theft syndicate. But this isn't some second-rate organization. It's a massive worldwide business with bases of operation located all over the world, including Miami, Istanbul, and Nice.

But Tanner has no time for vacation in these exotic locales. He's too busy chasing after filthy criminals (undercover as a bad guy himself) in a variety of vehicles, from speedy motorcycles and classic muscle cars to hulking 18-wheelers. But what good would car chases be without the necessary firepower to accompany them? Fortunately, Tanner can use machine guns, grenades, and other sorts of weapons to take out enemy vehicles. It's also fun just to blow up random things.

Publisher: Atari **Developer:** Reflections **Release Date:** June



www.47.net/47society/
Website for the 47 Society, which believes that "47 appears to be the quintessential random number of the universe." Really.



FIRST LOOK

MERCENARIES

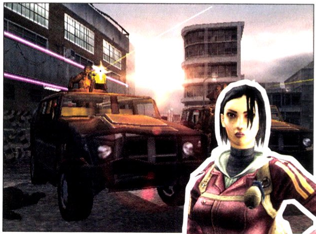
Killin' for cash

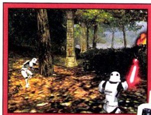
There are 52 cards in a full deck. In *Mercenaries* (a working title), every card is a target. Taking the role of an American, Swedish, or British gun-for-hire, you've got 52 targets, each signified by a playing card, on your way to taking out the prime target: the Ace of Spades.

OK, yeah, it sounds a little corny, but they're mercenaries, so we'll cut them some slack. More interesting is the go-anywhere, drive-anything gameplay: You can take control of more than 20 vehicles, including cars, planes, helicopters, and tanks. Yes, tanks.

It's a near-future setting with the fate of the world balanced between North Korea and the Russian Mafia—not exactly the safest place to be conducting high-risk business. But an arsenal of more than 30 weapons will help you achieve your goal of...well, assassination, apparently. For money. Hey, who said games were supposed to be light?

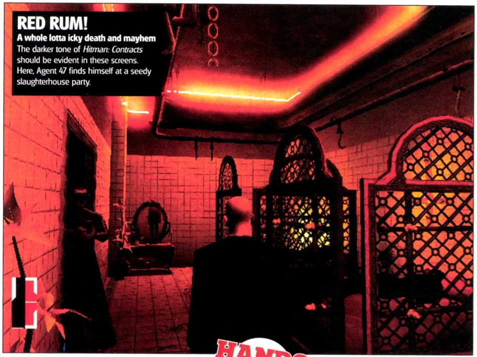
Publisher: LucasArts **Developer:** Pandemic **Release Date:** Fall





PANDEMIC

A good news, bad news situation
The developers behind *Mercenaries* are also responsible for the excellent *Army Men RTS* on PS2 and the superb *Dark Reign II* on PC. Pandemic is also doing *Star Wars: Battlefront*. As for *Star Wars: The Clone Wars?* Let's just forget about that one....



RED RUM!
A whole lotta icky death and mayhem
The darker tone of *Hitman: Contracts* should be evident in these screens. Here, Agent 47 finds himself at a seedy slaughterhouse party.

HANDS ON

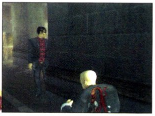
HITMAN CONTRACTS

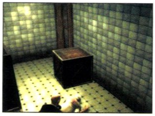
Slaying in the rain

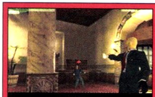
We're pretty sure that no other game can get you closer to a being professional assassin than *Hitman: Contracts*. Mostly because the entire game takes place inside Agent 47's head. Here's a list of things we noticed as we took a stroll inside his mind:

- Agent 47 gets around. He's killed people in huge Chinese restaurants, slaughterhouses, submarines, and old British manors.
- There are even more ways for baldy to kill his target(s)—you can replay missions completely differently depending on the equipment he uses (which he unlocks via subsequent plays).
- It always rains in Agent 47's head. Sunny, postcard-style levels are things of the past.

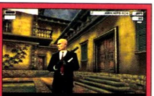
Publisher: Eidos Interactive **Developer:** Io Interactive **Release Date:** April







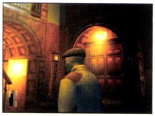
Hitman

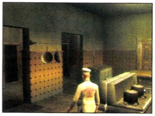


Hitman 2: Silent Assassin

HITMAN'S GREATEST HITS

A cheat sheet on what Agent 47 has been doing for the past two games
In *Hitman* (don't look for it in the PS2 bargain bin—it's a PC exclusive), Agent 47 was just an anonymous agent of The Agency, which sent him around the world to kill people. He eventually found out who he was and why he's called "Agent 47" by visiting an asylum and interrogating his creator. In fact, the first memory in *Contracts* is the aftermath of Agent 47's victory over Agent 48. *Hitman 2: Silent Assassin* (*do* look for a PS2 version of that) had Agent 47 living pastorally in Italy, only to have his friend kidnapped. The rest of the game was spent performing assassinations and tracking the kidnappers.



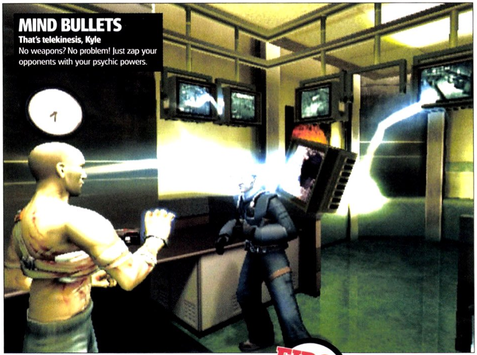


NOT TO BE CONFUSED WITH...

If you ever see a movie called *Second Sight* (with John Laroquette and Bronson Pinchot) on cable, just skip it. It really, really sucks.

OVERHEARD (UNFORTUNATELY)

"The most vicious cowboy has more moral principle than the average Indian." —Theodore Roosevelt (we actually *elected* this guy?!?)



MIND BULLETS

That's telekinesis, Kyle

No weapons? No problem! Just zap your opponents with your psychic powers.

SECOND SIGHT

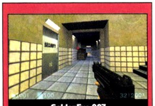
FIRST LOOK

Who are you?

You may remember Free Radical. We called its *TimeSplitters 2* "one of the best first-person shooters on any system." Both *TimeSplitter* games were decidedly lighthearted, but the studio is taking a pretty major turn with *Second Sight*. Following the story of psionic amnesiac John Vattic, the game deals with government conspiracies, psychic powers, psychotic episodes, and human experimentation. Yow.

An adventure game with plenty of stealth and an arsenal of both physical and mental weapons, *Second Sight* sends you from the United States to Siberia on a quest to find out your own identity. That's right, when you begin the game, Vattic doesn't even remember his name, much less how he ended up in a coma. But you'll figure out more and more of the story through flashbacks and psychic insights (Vattic's, not yours)—and you'll learn that it's a dark story indeed.

Publisher: Activision **Developer:** Free Radical **Release Date:** Late 2004



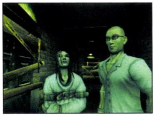
GoldenEye 007

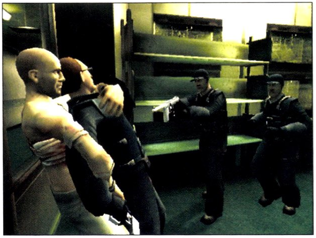
TimeSplitters

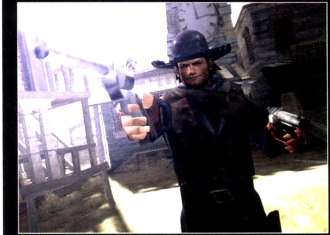
PEDIGREE

FPS adventures are in the blood

While Free Radical has produced only the *TimeSplitters* games so far, the company was started by former members of Nintendo darling Rare—the folks responsible for *GoldenEye 007* and *Perfect Dark*, two of the most highly acclaimed first-person shooters ever.



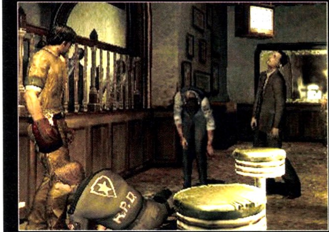


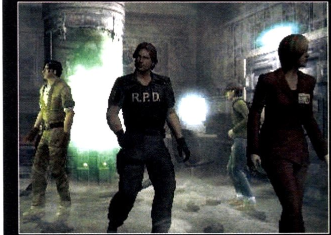


RED DEAD REVOLVER

Now that Rockstar's releasing this game, first shown by Capcom about two years ago, has much really changed about *Red Dead Revolver*? No, not really. Still, what's not to love about being a bounty hunter named Red in the Old West, shooting up every outlaw and bandito in his way, all in the name of revenge? It's fast-paced third-person gunplay in the spirit of the old-school spaghetti western.

Publisher: Rockstar **Developer:** Rockstar San Diego **Release Date:** Spring





RESIDENT EVIL: OUTBREAK

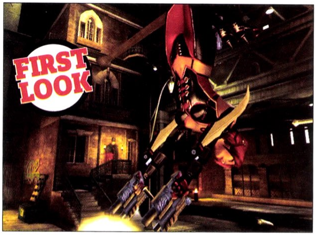
Capcom wasn't quite able to get us a reviewable copy of *Outbreak* in time for this issue, but in case you can't wait for our final word, here's our early assessment based on early code: It rocks. This online (and, some seem to forget, offline) version of *Resident Evil* already looks like the best since *Code: Veronica*. It changes up franchise clichés a bit—so no more need to find the "dove key." And character control is actually *intuitive*!

Publisher: Capcom **Developer:** Capcom **Release Date:** March 30

Gory greatness.

KRISTANNA LOKEN

DID YOU KNOW?
TNT's horrible *Mortal Kombat: Conquest* series featured *Terminator 3*'s Kristanna Loken as Taja.



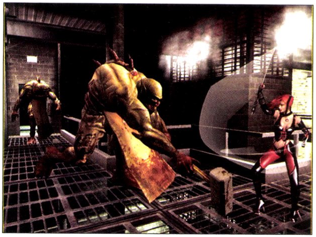
BLOODRAYNE 2

Another Rayney day

2002's *BloodRayne* was a surprisingly addictive action game focused almost solely on nonstop action. Be it gunplay, martial arts, or plain ol' bloodsucking, the half-vampire Rayne demonstrated her ability to kick zombie and (no less monstrous) Nazi ass with style and sex appeal.

The story shoots forward to the present day for the sequel—and it's easy to see that the last seven decades have made Rayne an even more accomplished assassin. Perhaps most impressively, she can now become one with a gun, allowing her not only to power it up the more she uses it, but also to reload each firearm using the blood of the minions who oppose her. Rayne has also picked up quite a few new killer combos for hand-to-hand combat, with great emphasis placed on incorporating her trademark wrist blades into the mix. Beyond that, Rayne can now railslide or even sling around poles for the upper hand.

Publisher: Majesco **Developer:** Terminal Reality **Release Date:** October



PRESENT TENSE

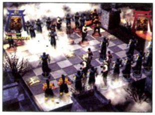
Rayne is one hot octogenarian!
It's now 70 years since the last time we saw her in the first game's pre-WWII setting, and Rayne is pushing 90. We have to say, though, she looks better than ever. Majesco attributes this to aging. Apparently, as a Dhampir grows older, her polygon count increases as well.

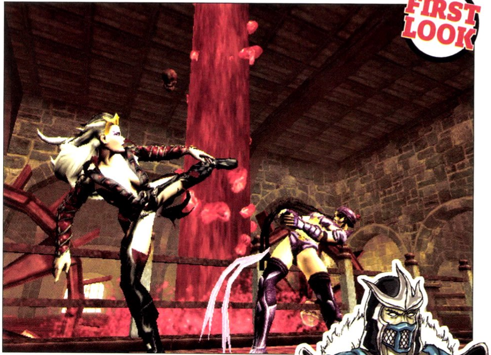
MORTAL KOMBAT
DECEPTION

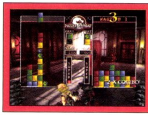
Deceptively deep

So far, Midway has yet to let us experience the next *Mortal Kombat* for ourselves, but it sure does *sound* cool. First and foremost, the solid fighting action that marked *Deadly Alliance* returns with some notable adjustments, including an extra fatality for each of the 20-plus characters and a meter on either side of the screen that indicates which player has the advantage at any given moment. Environments also play a key role, whether they involve a hanged body dangling into the middle of an arena or glorified ring-outs that might completely maim you. But it's the new modes that really excite us: Konquest Adventure takes you on an RPG-like quest through Outworld, an *Archon*-like board game requires strategy, and there's even a *Puzzle Fighter*-like mode—complete with cartoony heads!

Publisher: Midway **Developer:** Midway **Release Date:** Fall

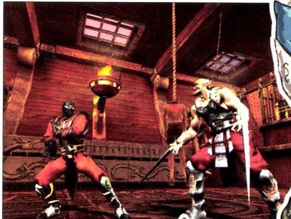






PUZZLE TIME

Scream it: "PUZZLE KOMBAT!"
Puzzle Kombat may totally rip off *Puzzle Fighter*, but there's certainly an *MK* twist here. You can execute character-specific combos and "finish him" with a fatality—even online!



400+ Total interchangeable Jack heads used by Tim Burton's team for stop-motion animation while producing *The Nightmare Before Christmas*.

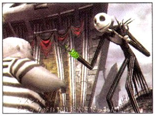
PURR-FECT We hate Halle Berry, we love Michelle Pfeiffer, but everyone knows the one *true* Catwoman is Julie Newmar. Mee-yow!

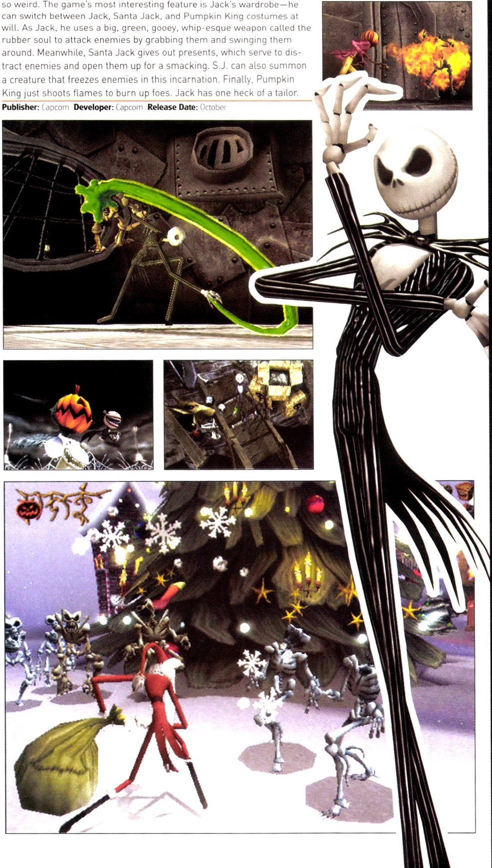
THE NIGHTMARE BEFORE CHRISTMAS

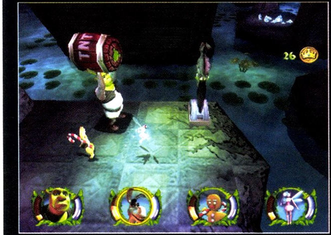
This is Halloween, this is Halloween

Hey, if Disney can put out a *Tron* game on PC 20 years after the movie, making a *Nightmare Before Christmas* game *10* years after doesn't seem so weird. The game's most interesting feature is Jack's wardrobe—he can switch between Jack, Santa Jack, and Pumpkin King costumes at will. As Jack, he uses a big, green, gooey, whip-esque weapon called the rubber soul to attack enemies by grabbing them and swinging them around. Meanwhile, Santa Jack gives out presents, which serve to distract enemies and open them up for a smacking. S.J. can also summon a creature that freezes enemies in this incarnation. Finally, Pumpkin King just shoots flames to burn up foes. Jack has one heck of a tailor.

Publisher: Capcom **Developer:** Capcom **Release Date:** October



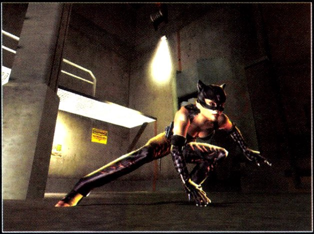


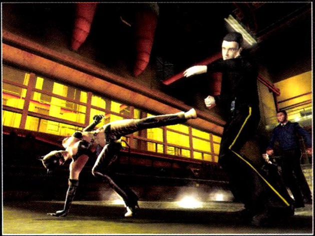


SHREK 2

Believe it or not, what we've seen of *Shrek 2* actually looks kinda...good. Switch between Shrek and three other fairy-tale folk on the fly by yourself, or team up with three others as you each control a single designated character. Use teamwork and each character's unique skills to solve puzzles—and kick butt. The game comes replete with humor in the spirit of the film, and Hero Time allows individual characters to best a minigame.

Publisher: Activision **Developer:** Luxoflux **Release Date:** May





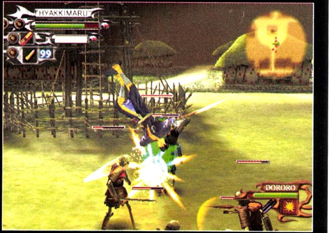
CATWOMAN

We won't lie—everything we've seen about the *Catwoman* movie just makes us wanna hawk a furball. Just like in the movie, the game pits you as the feline alter ego of Halle Berry's character, Patience Phillips (Selina Kyle, where are you?), who's been resurrected from the dead by a rare Egyptian cat (huh?) and thereby given catlike agility and strength (oh, dear God!). Is it *possible* this game won't suck?

Publisher: EA Games **Developer:** EA U.K. **Release Date:** Summer

Hack. Slash.
Repeat.

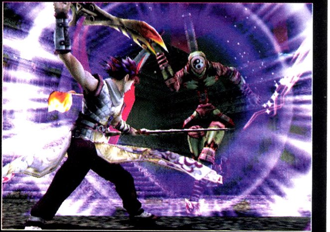
WHAT'S THAT MEAN?
"Bujingai" is Japanese for "military action blade town." See? It could have a worse title!



BLOOD WILL TELL

Ever been on a journey to find your missing body parts that were given to demons when you were a child? No? Well now you get that chance as a samurai, Hyakkimaru, whose limbs have been replaced with special weapons until he can reattain his organs and appendages. The game is based on the manga by Osamu Tezuka, so expect to see a lot of the same characters and enemies.

Publisher: Sega **Developer:** Sega Wow **Release Date:** June



BUJINGAI: THE FORSAKEN CITY

Hundreds of years in our future, microwave-beaming satellites have fried most of the population, infused the survivors with super powers, opened a gateway into hell, and unleashed a horde of demons. Your job is to send them back where they came from. All of them. This third-person action game features characters designed by *Cowboy Bebop*'s Toshiro Kawamoto and a Hong Kong–cinema style.

Publisher: Bam **Developer:** Red Entertainment **Release Date:** May

GOD OF WAR

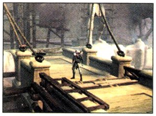
FIRST LOOK

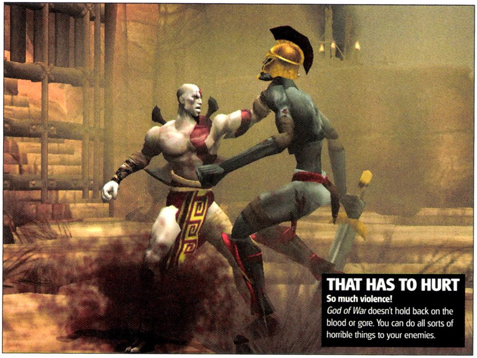
A bloody clash of the titans

This upcoming action-adventure game from the creators of *Twisted Metal* has everything you could possibly want in a project based on Greek mythology. The whole spectrum of mythological creatures (including gorgons, the Cyclops, and harpies) confronts you on your journey to kill Aries, the god of war.

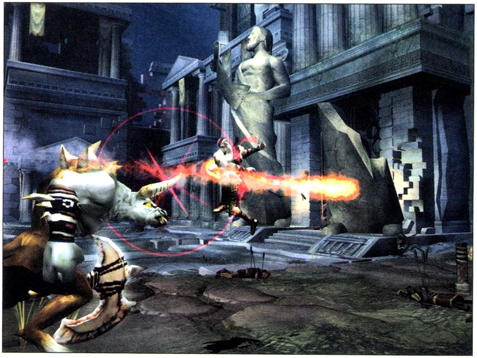
Gameplay features a mix of intuitive environmental puzzles and in-depth combat. The yet-to-be-named hero has a large number of attack combos at his disposal, and after sufficiently weakening an enemy, you can try using button combinations to execute awesome *Mortal Kombat*–like fatalities. Performing such an attack on a gorgon—a snap of the neck followed by the ripping off of its head—lets you use the head to turn enemies to stone. Just like Perseus in *Clash of the Titans*. Only *God of War*'s protagonist is much more badass than Harry Hamlin.

Publisher: SCEA **Developer:** Incog Inc. **Release Date:** 2005





THAT HAS TO HURT
So much violence!
God of War doesn't hold back on the blood or gore. You can do all sorts of horrible things to your enemies.



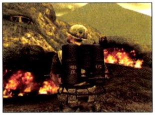
58,226 Number of fallen American soldiers recognized at the Vietnam Veterans Memorial in Washington, D.C.

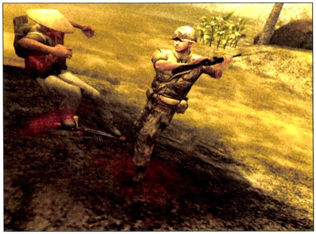
SHELLSHOCK
NAM '67

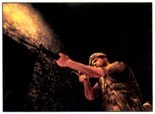
The dirty art of war

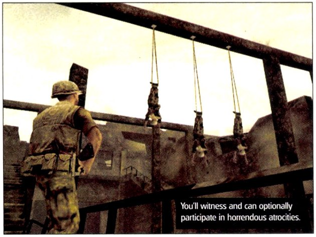
Much like the opening of *Saving Private Ryan*, *ShellShock* hits the viewer hard with the harshness of war. So yes, you'll witness atrocities such as napalm strikes, soldiers killing civilians, and even torture. Thankfully, you're never forced to participate—but don't expect Guerrilla to pull any punches in the violence department. The game's missions vary from traditional search-and-rescue operations to nontraditional assassinations and smuggling. You take your character from raw grunt to Special Forces member, at which point the more unorthodox missions come into play. In between levels, you can chill at your base camp (a fully modeled environment), where you receive mission briefings, equip weapons, and even purchase "services" from the vendors there. Hmm....

Publisher: Eidos Interactive **Developer:** Guerrilla Games **Release Date:** Summer

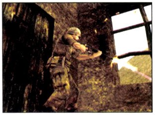


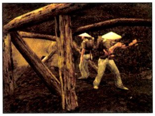


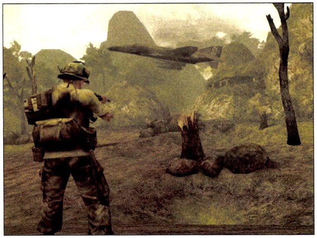




You'll witness and can optionally participate in horrendous atrocities.







COMING SOON

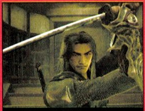
The latest on what's coming out and when. (Just remember, no release date is ever final!)

APRIL

Alias	Acclaim	Jennifer Garner being hot
Gradius V	Konami	The best-looking 2D shooter ever?
Hitman: Contracts	Eidos	Agent 47's greatest hits
Micro Mayhem	Jaleco	Micro Machines...that aren't
NBA Ballers	Midway	One-on-one b-ball...with style
Red Dead Revolver	Rockstar	Long live the Old West
Serious Sam: Next Encounter	Global Star	Not-so-serious $20 online fragfest

MAY

Bujingai: The Forsaken City	Bam	Martial-arts futuristic fantasy
Headhunter: Redemption	Sega	Jack Wade is back...with help
Mega Man Anniversary Collection	Capcom	Ten *Mega Man* games in one
Onimusha 3: Demon Siege	Capcom	The best one yet, most likely
Samurai Warriors	EA Games	The dynasty moves to Japan
Shrek 2: The Game	Activision	At least it's got a donkey
Syphon Filter: The Omega Strain	Sony CEA	Delayed...again
Transformers	Atari	A good *Transformers* game?!
Van Helsing	VUG	Hugh Jackman kills stuff



Onimusha 3: Demon Siege

Syphon Filter: The Omega Strain

JUNE

Blood Will Tell	Sega	But *what* will the blood tell us?
Carmen Sandiego: Stolen Drums	Bam	We reviewed it *months* ago
DRIV3R	Atari	Cool gam3, stupid nam3
The Fast and the Furious	VUG	Street racing with a license
Front Mission 4	Square Enix	Strategize using big ol' mechs
Harry Potter and the Prisoner...	EA Games	The best Harry game yet?
MLB SlugFest: Loaded	Atari	Hyperbolic baseball
MTV Music Generator 3	Codemasters	Yet another music-making tool
Psi-Ops: The Mindgate Conspiracy	Midway	Use mind powers to fight
Showdown: Legends of Wrestling	Acclaim	More than 70 old schoolers
StarCraft: Ghost	Blizzard	Kind of like *Metal Gear*...in space!
The Warriors	Rockstar	The cult movie lives on

JULY

Catwoman	EA Games	Do we really need a little Patience?
Gran Turismo 4	Sony CEA	Could this really be the month?
NCAA Football 2005	EA Sports	Can anyone stop USC?
Silent Hill 4: The Room	Konami	More psychological madness
Spider-Man 2	Activision	Spidey goes *GTA*-style
Splinter Cell: Pandora Tomorrow	Ubisoft	Sam Fisher spies again
Way of the Samurai 2	Capcom	Sequel to the sleeper hit

AUGUST

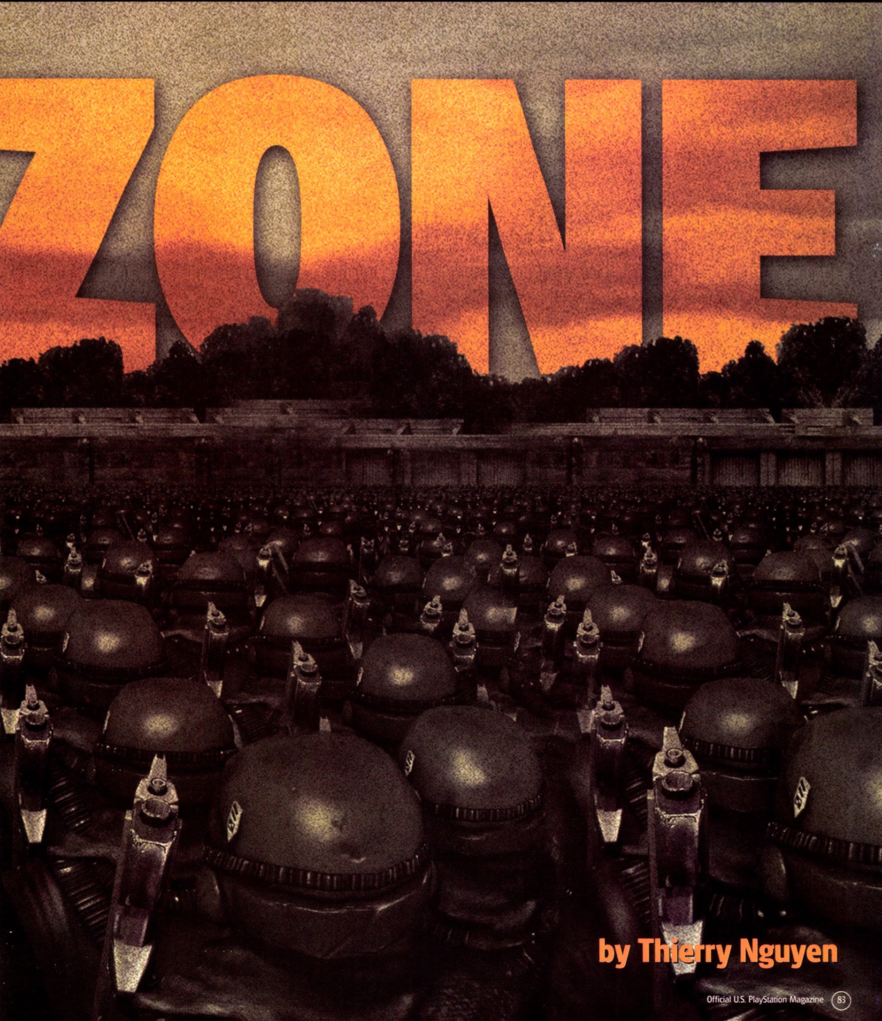
The King of Fighters 2003	SNK	More old-school fist duels
Madden NFL 2005	EA Sports	Something special for year 15
NARC	Midway	Use drugs as power-ups
Star Ocean: Till the End of Time	Square Enix	RPG goodness to end your summer
Street Racing Syndicate	Namco	Street racing...wager your babes

SEPTEMBER

Area 51	Midway	The lightgun game turns FPS
Black 9	Majesco	Sci-fi adventure
Burnout 3	EA Games	One *fast* racing game
Hot Shots Golf Fore!	Sony CEA	Cartoon golf done right
The King of Fighters 3D	SNK	Old-school fighting gets a face-lift
Shark Tale	Activision	Based on DreamWorks' CG flick
SNK vs. Capcom: SVC Chaos	SNK	Chaotic cross-company fighting
Spy Fiction	Sammy	A fictitious spy tale

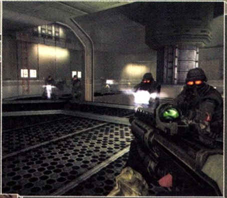
EXCLUSIVE FIRST LOOK!

ZONE

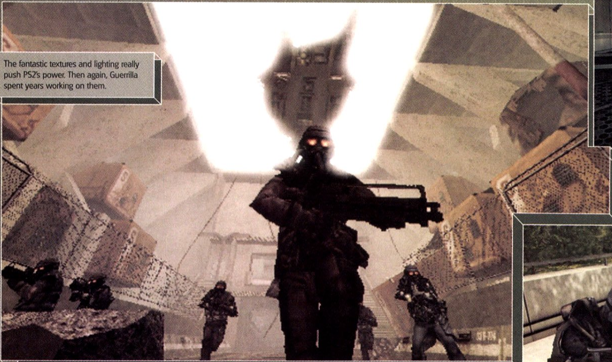


by Thierry Nguyen

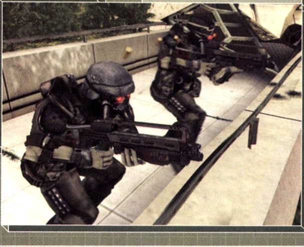
KILLZONE



While there are quite a few interior levels, don't think of this as a corridor shooter. War takes you everywhere.



The fantastic textures and lighting really push PS2's power. Then again, Guerrilla spent years working on them.



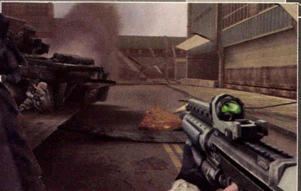
The Helghast are smart enough to realize that an elevated position is a good one to be shooting from.

If you saw what is probably the bleakest, harshest shooter on the market, you probably wouldn't guess that a bunch of Dutchmen made it—much less Dutchmen who have games like *Candy Fluffy* for Game Boy Color on their résumés. Yet once we spent some time with Guerrilla Games' *Killzone*, we understood why SCEA chose this game as their first entry into the first-person-shooter genre.

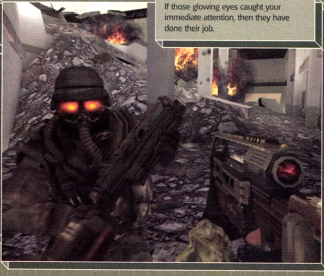
A CENTURY OF WAR PRESSED ONTO A SINGLE DISC

You might have read elsewhere that this game involves space aliens invading alien worlds. That's only partially true. While *Killzone* does take place on an alien world called Vecta, the Helghast (a name chosen because it "sounded as evil and brutal as the enemies in the game") aren't aliens—they're descendants of humans who colonized a harsh planet called, well, Helghast. They're attempting to occupy Vecta, and you step in as a soldier in the International Strategic Alliance (ISA).

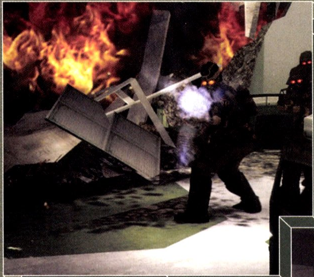
Despite the science-fiction premise that includes interstellar travel and space colonization, *Killzone* is very much a game about the 20th century. Rather than focus on an individual war, *Killzone* is an amalgamation of every major 20th-century conflict. Lead designer Martin Capel comments, "As part of our research, we studied all of the most famous 20th-century conflicts for inspiration, and in doing so, we discovered that there were elements in all of these wars that appealed to us. In order to make the game as action packed as possible, we decided to draw upon the most exciting and dramatic elements of these theaters of war and create our own conflict." *Killzone*



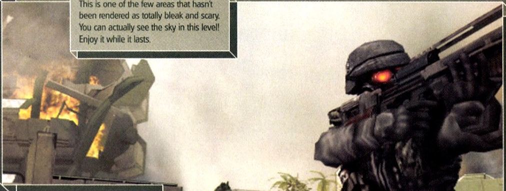
That busted-up vehicle is now just a big smoking piece of cover for your A.I. buddy.



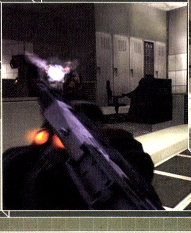
If those glowing eyes caught your immediate attention, then they have done their job.



These Helghast are so hardcore that they don't get bothered by things like burning rubble and falling debris—they'll walk through it just to shoot you in the face.



This is one of the few areas that hasn't been rendered as totally bleak and scary. You can actually see the sky in this level! Enjoy it while it lasts.



While one schmuck is shooting at me, I decide to smack another guy right in the face with my assault rifle.

feels more like *Aliens* or *Black Hawk Down* than *Star Wars* or *Dune*: There aren't any lasers or cute little talking lizard-men—just tons of bullets, fire, and scary-looking men with glowing eyes.

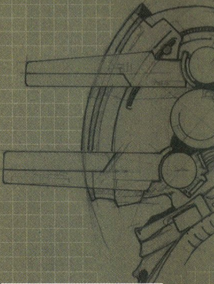
Killzone distances itself from traditional sci-fi motifs with its intensely gritty look. This is due largely to the muted color palette, which was an intentional choice on Guerrilla's part. The developers chose harsh, murky colors and limited the use of bright hues—said hues are usually there to make you focus on certain level elements or characters (such as the Helghasts' goggles) since they contrast so starkly with the rest of the game.

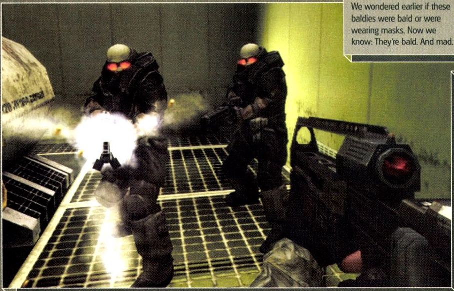
Before we get into the game itself, you're probably wondering how the heck it has such fantastic visuals on the screens you're seeing all over the place. Lead visualizer Roy Postma explains: "We're using a unique multilayer texturing system [that] draws multiple layers of tiny textures, one on top of the other. For items that are in the foreground, you can see the full extent of the detailed textures. Items further away don't need to draw in all the layers, as those items are less visible."

***Killzone* feels more like *Aliens* or *Black Hawk Down* than *Star Wars* or *Dune*.**

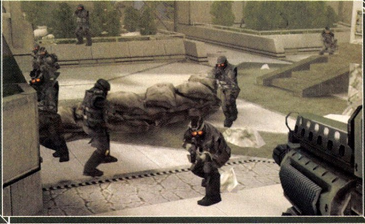
TEAM ISA

Early coverage of the game in Europe mentioned that there are four playable characters, but you start with just one: ISA Captain Templar. In Capel's words: "[He's] our all-around character. During the course of the opening levels, you will encounter (or possibly rescue) three other ISA soldiers who will then join your squad. Once you have discovered a squad member, he or she becomes

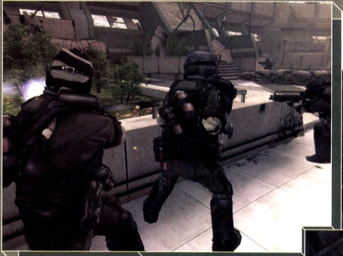




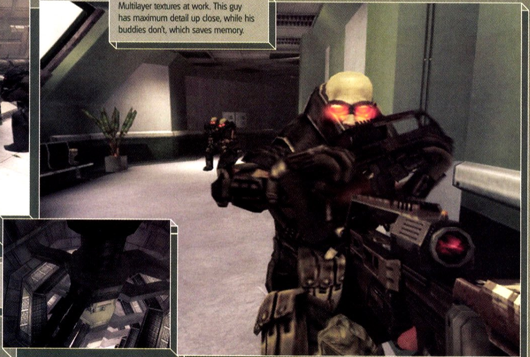
We wondered earlier if these baldies were bald or were wearing masks. Now we know: They're bald. And mad.



While the rest of the troops are deploying, Helghast soldier #127, having just woken up, asks, "What're y'all doing?"

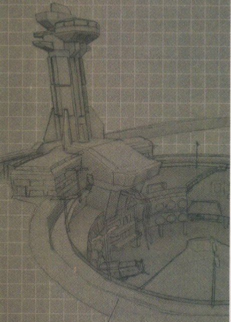


While these guys are distractedly shooting at my A.I. buddies, I can sneak up and start slicing into their necks...if I want to.



Multilayer textures at work. This guy has maximum detail up close, while his buddies don't, which saves memory.

We don't have any idea what this gigantic doohickey is. It just looks pretty neat.



unlocked and you can choose to play as that character in later levels. At the beginning of each level, you have the option to choose a character. Once selected, you play as that character for the entirety of the level. Upon completing the level, you can either continue to the next level or replay earlier levels as other characters. Different characters are skilled with different weapons and have their own play styles and special moves, allowing you to complete levels in a variety of ways, sometimes by following different paths." Right now, the only other squad member we can really comment on is Lugar, the "ninja" (we call him that simply because he looks like Snake Eyes wearing Sam Fisher goggles). While Templar starts with a pistol and an assault rifle, Lugar starts with a compact submachine gun and a knife—he's the only character who possesses both night vision and the ability to fire the submachine gun suppressed (from our experience, the silenced mode is more damaging). There's also a heavy-weapons character who wields a chaingun with a rocket launcher attached to it (he's undergoing a name change, which is for the best since his current name is so weird that we can't even recall it) and a to-be-determined final character.

We call him the "ninja" simply because he looks like Snake Eyes wearing Sam Fisher goggles.

OPM ENTERS THE KILL ZONE

We spent quite a bit of time playing as both Templar and Lugar. *Killzone* plays pretty traditionally, with a couple excep-

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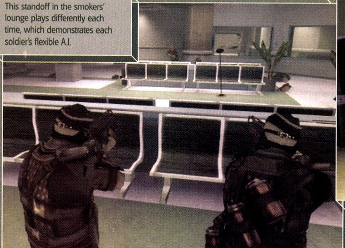
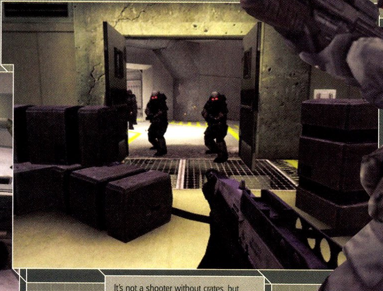


This standoff in the smokers' lounge plays differently each time, which demonstrates each soldier's flexible A.I.



It's not a shooter without crates, but thanks to physics, you can force these crates to fly through the air.

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Animated Blood
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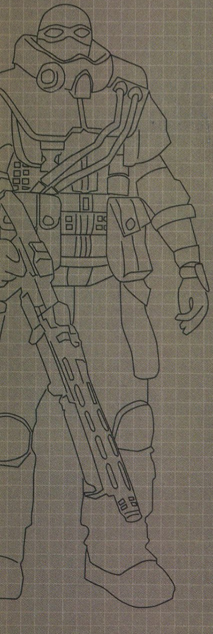
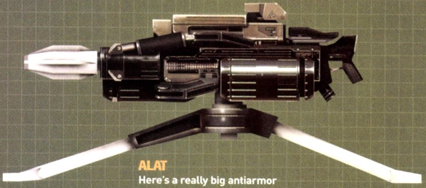
KILLZONE: THE GUNS

OK, we're taking a break to showcase every single weapon (handheld and stationary) in *Killzone* here, since you can use any of these. Note that Helghast guns are modeled after WWII German ones (rapid-fire but inaccurate) while ISA guns are like American ones (slow but accurate). Just turn the page to get back to the story.

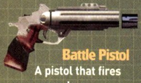


HELGHAST WEAPONS

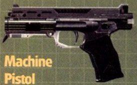
Knife
Just a knife.



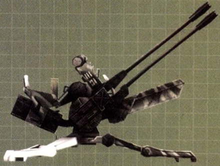
ALAT
Here's a really big antiarmor gun emplacement.



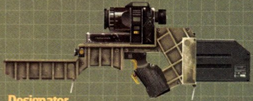
Battle Pistol
A pistol that fires grenades.



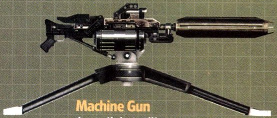
Machine Pistol
A rapid-shooting pistol.



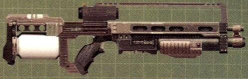
Antiaircraft Gun
Handy for those times when the Helghast come out with dropships.



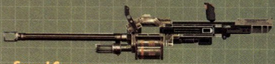
Designator
We think this is a rail gun of sorts. It fires big, fast, explosive rounds.



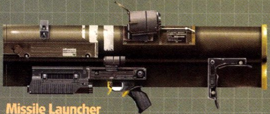
Machine Gun
A small, but still potent, gun emplacement.



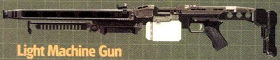
Assault Rifle
Standard Helghast weapon. It's inaccurate, but it shoots really fast.



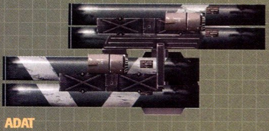
Squad Cannon
A heavy weapon that tears through infantry.



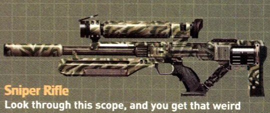
Missile Launcher
Either single or triple-shot rockets here.



Light Machine Gun
Your basic rapidly firing rifle. Good for spraying an area.

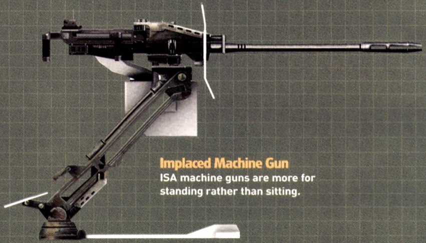


ADAT
An antitank gun that a person can carry.



Sniper Rifle
Look through this scope, and you get that weird orange Helghast-vision effect.

ISA WEAPONS

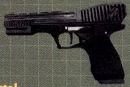


Implaced Machine Gun
ISA machine guns are more for standing rather than sitting.

Knife
Just a knife. In Lugar's hands, it's instant death.

Grenade
Chuck one with L2.

Chain Machine Gun
The ISA's answer to the Helghast's squad cannon.



Pistol
Templar's starter weapon.

Grenade Launcher
You can rapidly pop off six grenades before needing to reload.

Luger
Lugar is the only guy who can shoot this silenced.

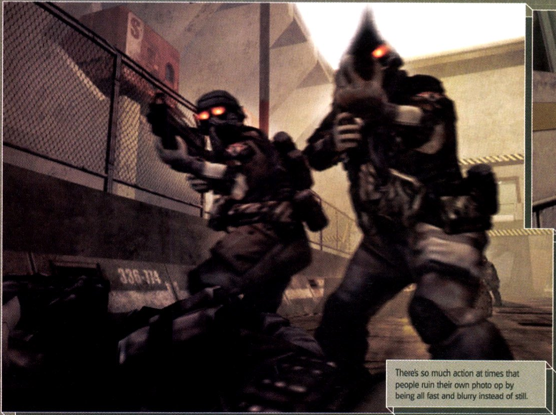
Missile Launcher
Secondary fire is a laser, which the missile attempts to follow after launch.

SMS
A compact submachine gun with a grenade launcher attachment.

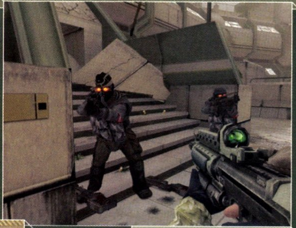
Assault Rifle
Not as fast, but more accurate and stronger than the Helghast's rifle.

Shotgun
When you get within kissing distance, this ends the affair fast.

KILLZONE



There's so much action at times that people ruin their own photo op by being all fast and blurry instead of still.



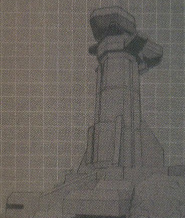
Right now, he's wondering how many bullets I have left. This is where I show him how many by shooting him.

cont'd from page 86

tions. Similar to *Halo*, you are limited to three weapons—and you must choose three different ones. Guerrilla decided on three weapons because it noticed that players tend to rely on a character-specific weapon, use another weapon for special purposes (like a rocket launcher for armor or masses of infantry), and have an all-purpose back-up (like a light machine gun or a sniper rifle).

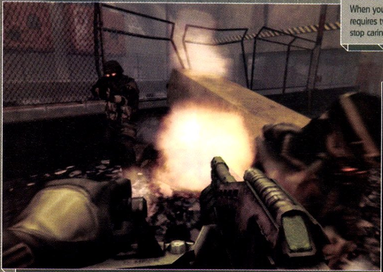
Oftentimes, you'll spearhead a squad, but you don't actually command the other soldiers—Guerrilla's aim is to give you the military-squad feel without forcing you to issue orders. Your squad is mostly used for complementary support—they usually don't engage until you do, but when you do attack, they deploy in helpful positions and give you covering fire. When playing as Lugar, one neat tactic is to get your squadmates to engage Helghast troops and then snipe with your silenced sub-machine gun while the enemy is distracted. Other times, squadmates might even split off from you and complete their own objective.

The aim is to give you the military-squad feel without forcing you to issue orders.

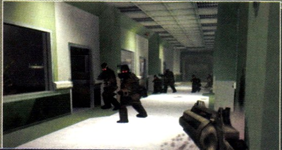


GUERRILLA SNEAKILY EVADES THE MOST-OFTEN-ASKED QUESTION

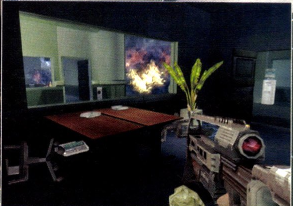
"What are your plans for multiplayer?" we asked. Well, besides letting us know it'll allow at least 12 players online and that the multiplayer modes are called "battlefields," Guerrilla simply says, "Wait and see. We'll release more details at E3."



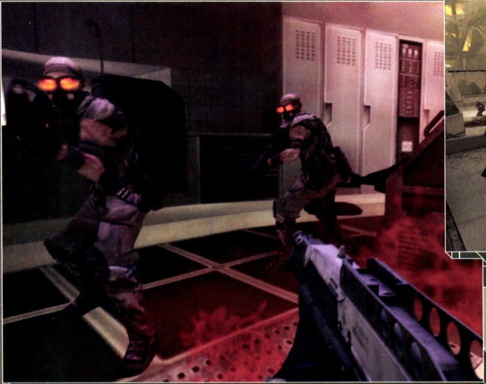
When you're holding a gun that requires two hands to shoot, you can stop caring about who you run into.



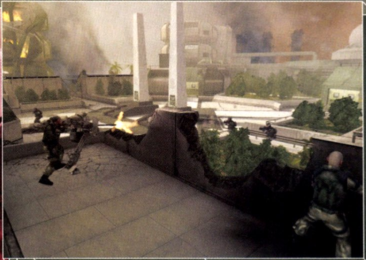
A hall full of guys and just me with my pistol. Except my pistol shoots big honkin' grenades! That'll teach them to mess with me.



Why are we shooting up office shrubbery and corporate decorations? We don't know, but then again, we don't need a reason.



There's lots of blood on this screen. I'm assuming it's theirs and not mine. If it were mine, I'd be really screwed by now.



You got buddies helping you out here! Don't worry, they won't die—they merely get wounded and fall back.

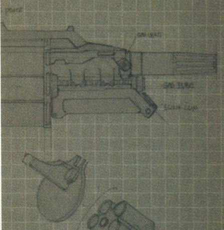
The controls are pretty spot-on and have a couple of unique tweaks. The most interesting one is the sniper-rifle zoom: Rather than let you control a zoomed-in view, the scope stays fixed while zoomed in, and you fine-tune the reticule itself onto your target. Guerrilla did this to make players actually "focus and aim" the sniper rifle, not just quickly zoom in and shoot like in other games. X is a context-sensitive action button that allows you to do everything from pick up guns to vault over walls to start a melee attack.

Interestingly enough, melee attacks are one-hit kills—Guerrilla decided to reward players for getting close enough to connect with a melee kill. The detailed melee-kill animations are much more than a traditional "swing a knife or rifle butt around" like in most other games. Lugar throws his knife at a Helghast's throat and then drags the blade across his foe's neck before pulling it out. Templar smacks a Helghast's face sideways with the rifle butt and then jams his weapon downward several times onto his target's head.

Guerrilla decided to reward players for getting close enough to connect with a melee kill.

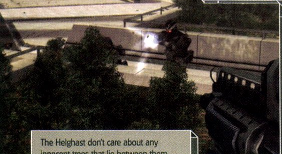
Even the weapon-reloading animations are intricate and lengthy—you'll need to take cover when reloading since you're so vulnerable during this time.

But enough with verbiage about the game. Just turn the page and check out our annotated map of a typical *Killzone* level. We know it's not as good as being there, but we hope that it imparts a sense of Guerrilla's central vision for *Killzone*: "to deliver an intense and dramatic re-creation of traditional warfare."



The first thing I said when someone else came up to me was, "I didn't do that."

If you haven't figured it out, *Killzone* doesn't have "peaceful compromise" as a feature.

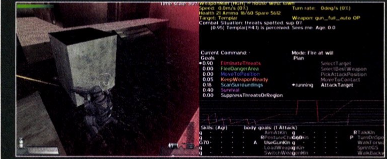


The Helghast don't care about any innocent trees that lie between them and their target.

KILLZONE: WALKTHROUGH

INSIDE THE HELGHAST MIND

Most of *Killzone* is A.I.-driven. The overall game flow doesn't rely on scripted events, à la *Half-Life*, but rather on the A.I. of both enemies and comrades. The Helghast in particular have a distinct hierarchy of orders. Factors such as soldier type, location, and presence of others determine what a Helghast is going to do at any given moment. In fact, each Helghast has "self-preservation" as an underlying motive, so they will fall back if need be. Oftentimes, Guerrilla runs A.I. tests by having two squads of A.I. duke it out, and so far, the results have been different each time.



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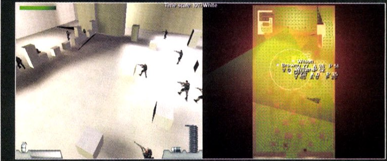
Speed: 0.0m/s (0%)                     Turn rate:  0deg/s (0%)
Health 21 Ammo 18/60 Spare 5612
Target: Templar                        Weapon: gun_full_auto OP
Combat Situation: threats spotted. sup 0%
    (0.95) Templar(*4.1) is perceived. Sees me. Age: 0.0

 Current Command: -                     Mode: Fire at will
 Goals                                   Plan
•0.90   EliminateThreats                          SelectTarget
 0.00   FleeDangerArea                            SelectBestWeapon
 0.00   MoveToPosition                            PickAttackPosition
 0.05   KeepWeaponReady                           MoveToContact
 0.18   ScanSurroundings                •running  AttackTarget
 0.40   Survival
 0.00   SuppressThreatsOrRegion

Skills: (Agr)      body goals: (1 Attack)
```



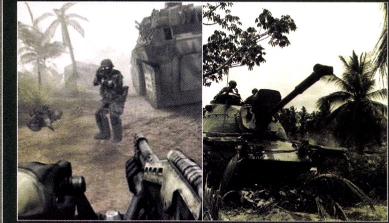
OUR WORLD AT WAR

JUST WHAT PARTS OF HISTORY ARE IN *KILLZONE*?

From WWI, Guerrilla wanted to demonstrate the "horrors of the war: the desolation, mud, and carnage, the closeness and intensity of the battles." In *Killzone*, you'll see trenches and temporary ISA encampments under siege by Helghast forces.

From WWII, Guerrilla "chose to represent the vicious street fighting of Stalingrad, where buildings lay in ruins and enemies could appear from anywhere." This explains why much of the game is played in wrecked urban areas.

From Vietnam, Guerrilla decided to include "particularly strong images, such as moving through mangrove swamps and jungles, observing enemy patrols through the vegetation, and deciding whether to engage or not." Quite a few levels in *Killzone* take place in misty jungles or dank swamps.



12 MINUTES IN THE

Many of the scenes in *Killzone* feel like orchestrated set pieces. While many of the events are scripted to some extent, the behavior of the Helghast is totally dictated by their A.I., so you'll always have a slightly different fight. Here's a brief look at just one small area of the game....

1. START 00:00

You and your team come in through this tunnel and are immediately met with Helghast resistance, which is easily eliminated.

2. HIDE AND SHOOT! 00:20

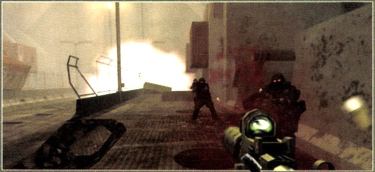
There are two Helghast soldiers waiting on the stairway for you. Lob a grenade to remove them.

3. GRAB THE MACHINE GUN 01:00

To make some of what comes next a little easier, get behind the stationary machine gun.

4. ALL HELL BREAKS LOOSE, pt. 1 01:01

This is where things start to get a little crazy. Just as four soldiers jump out firing their weapons, stuff starts exploding further down the street....



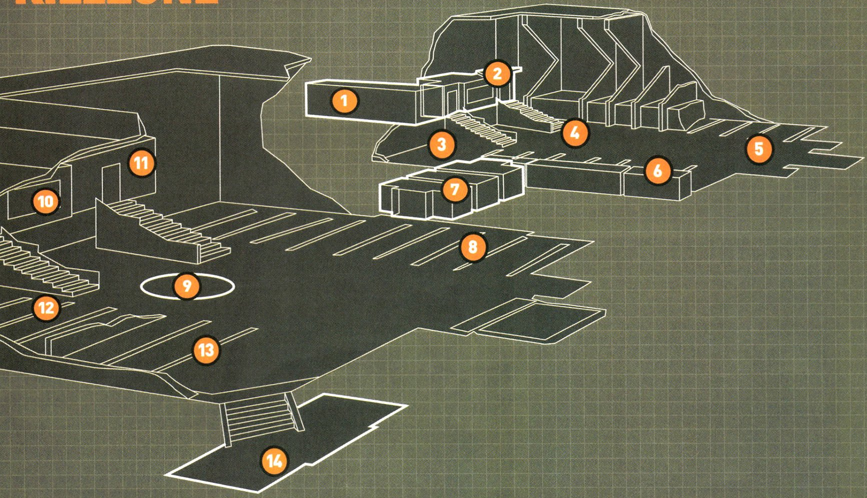
5. ALL HELL BREAKS LOOSE, pt. 2 04:23

Those explosions? That'd be the artillery fire that's blowing crap up. The force of the explosions is so great that the whole street seems to shake with each hit.

6. WHAT? MORE SOLDIERS? 06:10

As the dust is settling from the shelling, even more troops turn up, and these guys are using their cover well. You'll have to rush them.

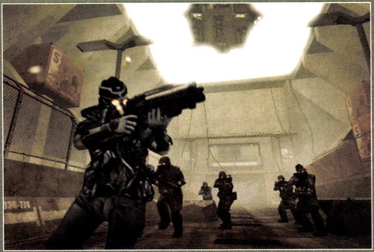
KILLZONE



7. TUNNEL 07:00
Now you've cleared half of this area, but you meet a little resistance from three guys camped out in the tunnel. Run in with guns blazing and scare them.

8. TOO CLOSE! 07:05
As soon as you clear the tunnel, two Helghast break cover and start firing at pretty close range. If you've got a big gun, it's over pretty quickly.

9. THE DROP SHIP ARRIVES 07:45
You hear a whistling sound, look up, and see the Helghast drop ship appear. Ropes drop, and eight (count 'em!) troops abseil down to the street.



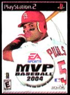
10, 11, AND 12. NO TIME TO CATCH YOUR BREATH 09:50
To clear the street you have to find somewhere to hide. With this much opposition you don't want to be left out in the open.

13. WHAT? MORE? 10:32
Just as you think you're done, four more soldiers appear brandishing some pretty heavy artillery. Try and take them out from a distance if you can.

14. THE WAY OUT! 12:00
This is where you're heading. Once you get to this doorway, you're into the relative quiet (for a few minutes) of the burned-out shopping mall and the patrols hiding inside.

REVIEWS

Making the world a more perfect place.

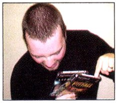


GRAND SLAM

Most valuable product

It was a tight pennant race, but *MVP Baseball 2004* came up the big winner in the annual baseball slugfest. But when good baseball comes home, we're *all* winners!

MEET THE CRITICS



JOHN DAVISON
John has promised that one day soon, Dana will get to review something decent.
Current Favorites: *Norrath*, *NFSU* (still), *Samurai Jack*
Favorite Genres: Driving 'n' shooting 'n' stuff

DANA JONGEWAARD
Dana can't figure out why the chivalrous Pitfall Harry didn't save her from his game.
Current Favorites: *Sly*, *Champions of Norrath*
Favorite Genres: RPG, Adventure, Puzzle

JOE RYBICKI
Joe used the EyeToy filters on this month's disc to terrify his coworkers. Now he has the office all to himself.
Current Favorites: *FFXI*
Favorite Genres: Puzzle, Adventure, MMORPG

CHRIS BAKER
Wanna play Chris in a friendly game of *MVP*? Look for "CBake." He gets the Astros.
Current Favorite: *MVP Baseball 2004*
Favorite Genres: Action, Adventure, Sports, Strategy

THIERRY (SCOOTER) NGUYEN
Killzone plus *RS3* equals Scary Gun-Loving Scooter.
Current Favorites: *RS3*, *Norrath*, *Nightshade*
Favorite Genres: Shooting, ninjas, elves, ninja elves who shoot.

GIANCARLO VARANINI
Giancarlo went 33-1 in his *Fight Night* career. His only loss came from being unable to knock out the fat.
Current Favorites: *Fight Night*, *Ballers*, *Norrath*
Favorite Genres: Ballin'

REVIEWS

PS2 GAMES

98	All-Star Baseball 2005	★★½
96	Crimson Sea 2	★★★½
96	Destruction Derby Arenas	★★½
98	ESPN Major League Baseball	★★★½
97	EyeToy: Groove	★★★★½
97	Fight Night 2004	★★★★
97	Judge Dredd: Dredd vs. Death	★★
98	MLB 2005	★★★½
100	MTX: Mototrax	★★½
98	MVP Baseball 2004	★★★★½
101	NBA Ballers	★★★★
101	Pitfall: The Lost Expedition	★★
100	Samurai Jack	★★★★
101	Seven Samurai 20XX	★★
102	The Suffering	★★★
95	Tom Clancy's Rainbow Six 3	★★★★
102	World Tour Soccer 2005	★★★

PERIPHERAL

102	RF Wireless Controller	★★

LAP 03/04
POS 01
SCORE 013900
093 km/h

96
SMASH!
Sunday, Sunday, Sunday!
A derby of destruction

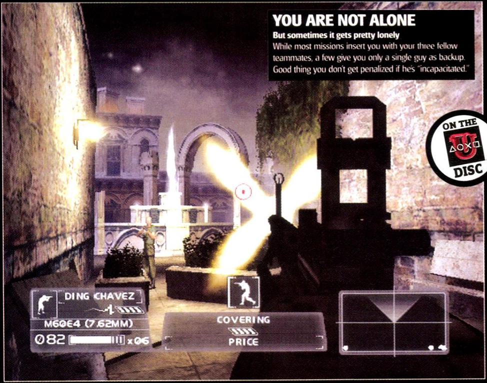
98
BALLS!
The starting lineup
How do they stack up?

100
JACK, TOO
Son of *Samurai*
As good as the cartoon?

RAINBOW SIX 3

Tackle terrorism in the comfort of your own home

Publisher: Ubisoft **Developer:** Ubisoft **MSRP:** $49.99 **ESRB:** Mature



YOU ARE NOT ALONE

But sometimes it gets pretty lonely

While most missions insert you with your three fellow teammates, a few give you only a single guy as backup. Good thing you don't get penalized if he's "incapacitated."

PLAY IT YOURSELF

Beating the *Rainbow Six 3* demo

Our main piece of advice is to use the USB headset to issue voice commands (there's a handy list of accepted commands in the demo). Otherwise, use X to issue orders—the icon shows the context-sensitive action depending on where your reticle is pointing, whether it's simply moving in to clear the area you're pointing at or opening and clearing a room when your reticle is over a door. Square alternates between having your teammates follow you or stay put and cover you. Again, if you have a headset, all you really need to know is to hold down L2 and speak up. Also, be sure to zoom in often (with R3)—your accuracy is indicated by the size of the reticle and hits anything inside the circle, so remember to stop, let the reticle grow bigger, and then shoot.

SECURE THE COURTYARD

Sending your team down the stairs will put you just before a big courtyard, which happens to have about five guys milling around in it, plus one in a window. Send your team down the corridor before you and zoom in on a high window—they'll take care of the guys on the ground while you take out the sniper. Then, either move to the van for cover or send your team into the center to fight the stragglers.

GAIN ENTRY INTO THE BUILDING

When you turn the corner from the courtyard, watch out for the lone guard in front of the door. Take him out, open the door, and then get rid of the guy in the room to your left. Afterward, head out of that room and then straight into the room at the other end of the hallway—order your team to breach and clear. In the next room, you can either have your team open, flash, and clear; or slowly open the door yourself (tap up on the D-pad) and shoot the terrorists. The rest of the building is pretty straightforward, with one warning about the big staircase: The hole in the ceiling will collapse to reveal yet another terrorist. The last room, where Clark tells you the hostage is, is a perfect place for a zulu code. For the headsetless, hold down X, tap L1 (so that "on zulu" shows up), and tell them to "open, flash, and clear on zulu" on the first door you see. Go around the corner to the second door, hit L2, wait for the word "grenading" to show up in the status bar at the bottom of the screen, and then tap X to open your door. Once the terrorists are taken out, go up to the hostage, hold down X to secure him, and you're done!

Despite the reality of terrorism in our world, there aren't many games that accurately portray the dangerous world of counterterrorism. Most first-person shooters feature plenty of over-the-top Schwarzeneggerian swagger but none of the tactical precision of real-world operations. *Rainbow Six 3* strips away the hardcore complexities of tactical planning and gives us the purest strategy-free version of first-person tactical action on PS2.

RS3 plants you in the shoes of Domingo "Ding" Chavez as he leads a squad of four operatives on missions around the world. As with most Clancy techno-thrillers, the plot involves shadowy terrorist cabals, nasty weapons, and politically motivated pyrotechnics. Missions include extracting hostages from Caribbean villas, defusing bombs in a parade, and assaulting a meat-packing plant being used by terrorists.

Most missions are around 30 minutes long, with most of that time spent opening doors and clearing hallways—punctuated by an awesome seven or so minutes of taking down tangos. That's if you're a hands-off operative who commands his team everywhere; you can be much more in-your-face if you choose—the interface and design are that flexible.

The consistent and immersive headset support is sublime. The voice recognition is spot-on enough to recognize me whether I enunciate or slur my words. The gamepad interface is pretty good, but not nearly as cool as saying "open, flash, and clear on zulu" or even "help!" and watching my merry men respond quickly. The extra touch of having all communication funneled through the headset adds to the immersion factor. Team Rainbow is generally a smart lot: They follow orders well, do their best to avoid friendly fire, and sensibly deploy for maximum coverage whenever you tell them to hold position.

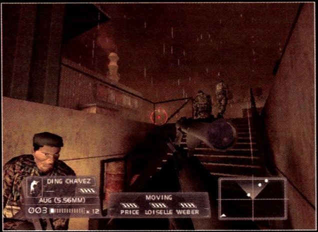
The game's biggest flaw is the repetitiveness of the terrorists and their nefarious activities. In the single-player campaign, the terrorists are always in the same place. The only variety is that they occasionally move around that predetermined area (so the guy with the grenade might walk to the left side of the room instead of the right). Otherwise, you can easily "learn" the map and have a flawless pass at it. Also, there are some stealth missions that seem forced and out of place—they're made even more inane when you're warned not to shoot a single person in the level, only to have the mission end with an all-out assault. Finally, terrorists can be an imbecilic lot, as they sometimes never notice their buddies getting capped nearby.

Alas, while *Rainbow Six 3* lacks the online co-op mode of its Xbox predecessor, the multiplayer modes it does have are solid. The splitscreen co-op is perfectly serviceable, and the PS2-exclusive maps for the sharpshooter (deathmatch) mode are very well designed. Plus, it's fun to flashbang online, especially when there are lots of players.

Though flawed, *Rainbow Six 3* is simply the finest simulation of Close-Quarters-Battle (CQB) on PS2. It might not be quite as visually fetching as its Xbox sibling, but on its own merits, it has yet to be rivaled.

Thierry Nguyen

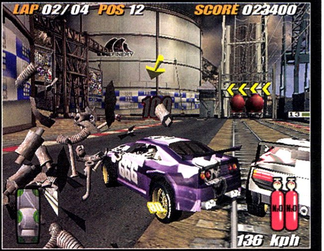
★★★★



DID YOU KNOW?
Reflections, the studio originally responsible for *Destruction Derby*, went on to make *Driver*.

LAP 02/04 POS 07
SCORE 024700
187 kph

LAP 01/04 POS 18
SCORE 007300
083 kph



DESTRUCTION DERBY ARENAS

The definition of "underwhelming"

Publisher: Gathering
Developer: Gathering
MSRP: $39.99 **ESRB:** Teen

Some games ooze class and sophistication, while others lack that essential style required to make you overlook any of its downfalls. *DDA* falls into the latter category, and the first impression it provides stays with you throughout the entire experience. I guess what they say about first impressions is true, and with *DDA*, I can't shake the feeling that if it were $10 cheaper, I'd feel much more sympathetic.

In short, *DDA* is a racing game packed with features that you've mostly seen before, hiding behind a veneer of graphical mediocrity. In a world where we have things such as *Need for Speed Underground* and *GT4*, something that looks this unremarkable is a little surprising. The front end shows off the utterly bland vehicle models, which are jazzed up with totally forgettable and irrelevant comic book style, while the game itself is packed with garish, brightly lit environments that are fairly standard fare in terms of design.

It all chugs along with a disappointingly jerky framerate, too, and it's marred by a twitchy control scheme that detracts from the only thing this game really has going for it, namely the visceral fun of smashing stuff up. I'm all for a bit of oversteer in a racing game, but I like it to be because of the power of the car, not because the analog stick is calibrated in such a way that I'm not completely in control.

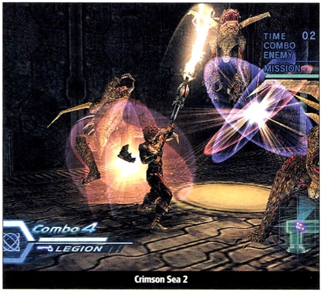
The big hook here, aside from the car-smashing thing, is the online play. Unusually, up to 20 people can jump into an arena at once and either race or do the whole wrecking thing. There are five modes to try, with simple racing at one end of the spectrum to a last-man-standing mode that has you smashing the crap out of anything that moves. The intervening modes require differing levels of destruction and throw in power-ups and objectives to keep things interesting. In terms of feel, it's oddly reminiscent of *Twisted Metal: Black Online*, only not as cool and without the weapons. It's not something that you're going to spend hours and hours with, but it's easy to jump into a game, none of it is too complicated to grasp, and I did find that I was oddly drawn to the huge destruction derby arena, where the goal was simply to blow everyone else up. It's not going to win any awards for originality or style, but it was good to kill five minutes with.

Therein lies *DDA*'s biggest problem. As something to kill five minutes with, it's not really that bad, and you can forgive its many crimes against originality. As I said at the beginning of this review, if it were $10 cheaper, the score could be as much as a full star higher. As it stands, though, you may be better off scoring a free copy of *TMB Online*—or if you're not online, an old copy of *Rumble Racing* for about $10.

John Davison

✪✪◐

LAP 01/04 POS 20
SCORE 000600
072 kph



Crimson Sea 2

CRIMSON SEA 2

Publisher: Koei
Developer: Koei
MSRP: $49.99 **ESRB:** Teen

Don't be fooled—you won't find a body of water red in color anywhere in *Crimson Sea 2*. What you will find is an eminently playable actionfest in which you play what seems to be a descendant of Dante—a thousand or so years in the future.

For you non-Xboxers who've never even heard of *Crimson Sea*, *Crimson Sea 2* is basically *Dynasty Warriors* in space with a gun thrown in. As Sho, you get sent on various missions ranging from "destroy all Menace" (the awesomely original name for the aliens) to "rescue the archemusiologist." At first, the game feels pretty linear, but as you unlock more areas and missions, you start to develop a little more freedom with how you progress through the story.

As Sho, you use all sorts of tricks for killing the legions of aliens—slowing down time, teleporting around the room, stabbing and then shooting baddies in midair, firing guns akimbo, and so forth. It's as though Dante decided to teach Liu Bei some extra tricks. When you unlock Feanay, she, like all videogame femmes, plays similarly to Sho and differs mostly in that she's a lot quicker than he is (she does, to be fair, use significantly different guns). The controls are very solid, but they're also tricky when it comes to pulling off the cooler-looking combos.

Even if you've never heard of *Crimson Sea*, much less its sequel, you might be surprised by just how action-packed and playable it is. Just don't go in expecting red water.

Thierry Nguyen

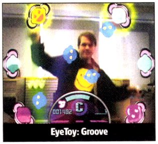
✪✪✪◐

TIME 03:
COMBO
MENACE 1
MISSION 03:
me extend 3
WYVERN

Crimson Sea 2

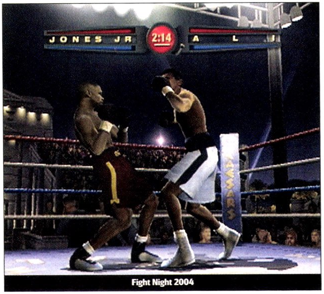
NOW THAT'S DEVOTION!

Rebellion, the developer of *Judge Dredd*, is filled with such hardcore comic nerds that it actually purchased 2000 A.D., the publisher of the *Judge Dredd* comic. That's like Activision buying Marvel!

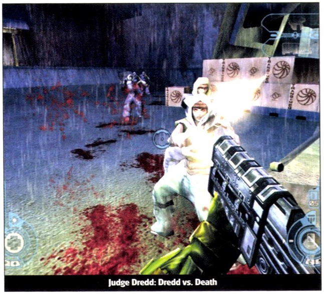


EyeToy: Groove

EyeToy: Groove



Fight Night 2004



Judge Dredd: Dredd vs. Death

EYETOY: GROOVE

Publisher: Sony CEA
Developer: Sony CE Europe
MSRP: $29.99 **ESRB:** Everyone

It was a sad day when Sega stopped development of the *Samba de Amigo* series—something about a dead system and expensive, hard-to-find controllers, blah blah blah, whatever. Fortunately for fans of the series, as well as anyone who never got a chance to play that rhythmic masterpiece, *EyeToy: Groove* is exactly the same thing. Well, almost.

The best difference is definitely the price. *Samba de Amigo* set you back $40 for the game and $80 for a pair of maracas, whereas if you already have an EyeToy, *Groove* is only 30 bucks (a version with the EyeToy sells for 20 dollars more). The downside is that you basically get what you pay for, and there are a couple of tiny things that make *Groove* not quite as good as its spiritual predecessor. It's a little harder to get your timing down when instantly touching the spot onscreen counts as a hit (as opposed to *Samba*'s position-then-shake setup), and frankly, I'm a lot more willing to flail around embarrassingly when I can't see myself doing it onscreen.

But that stuff is minor—*Groove* is still really fun once you swallow your pride, and its roster of tracks is very good. (The inclusion of Fatboy Slim's "Praise You" means you can pretend that you too are a member of the Torrance Community Dance Troupe.) Like *EyeToy: Play*, you might wonder how often you'd play this alone, but it's fun enough (and has enough multiplayer modes) that it's absolutely worth owning.

Nich Maragos

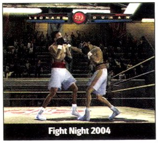
★★★★½

FIGHT NIGHT 2004

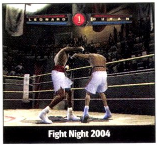
Publisher: EA Sports
Developer: EA Sports
MSRP: $49.99 **ESRB:** Teen

Let's forget for a second that professional boxing lost almost every shred of integrity it had. Let's also forget that the heavyweight division is so starving for attention that George Foreman might make a comeback. Casting these observations aside, boxing is still a showcase of raw skill and talent—those who have it rise to the top, while others are strategically abused with punches before their inevitable collapse to the mat.

That's what *Fight Night 2004* captures so well—probably more so than any other boxing game released within the past few years. It's all about skill. If you think you can step into the ring, stand there, and just unleash a flurry of punches, you're going down in no time. And it's not solely the A.I.—which in itself forces you to adopt a strategy based on your opponent's style, whether he's floating like a butterfly or stinging like a bee—but also the controls, which are specifically crafted to prevent a match from turning into a complete button-mashing slugfest.



Fight Night 2004



Fight Night 2004

All the punches are mapped to the right analog stick, so movement on it dictates which punch you use. The weaker punches require only quick snaps of the stick, while stronger punches usually require a relatively more complicated motion (not unlike the dragon punch in *Street Fighter II*). Granted, it takes some getting used to, but the motions for the punches are quite intuitive.

Still, it might be a little difficult for some to throw a devastating series of combinations right away, but the beauty of *Fight Night* is that you don't have to be a master of offense to win. Instead, you can use the excellent bobbing-and-weaving function, which also relies on analog movement, to wait for an opening and then throw a devastating uppercut. Likewise, you can become a master of blocking and use devastating counterpunches.

It's cool to see how your style develops and how it contrasts with human opponents' (whether you're playing online or next to someone) and computer opponents. In fact, the career mode gives a great glimpse at different fighters, and the fact that you can create your fighter and improve his abilities through minigames makes it only that much more addictive.

At any rate, if you can deal with the slight learning curve for the controls, *Fight Night* won't disappoint any boxing fan.

Giancarlo Varanini

★★★★

JUDGE DREDD: DREDD VS. DEATH

Publisher: Evolved Games
Developer: Rebellion
MSRP: $39.99 **ESRB:** Mature

Chalk up another one on the long list of arrested-development franchises. Rebellion thought that by putting you in the the world of Mega-City One, you wouldn't notice how contrived and uninspired the gameplay is. Well, you will.

Based on the comics, *Dredd vs. Death* pits the lantern-jawed Judge Dredd against the undead Judges (for those unfamiliar with the comic, think of these guys as evil ghosts who view living as a crime). Sometimes you arrest people to bring up your Law meter, but it's a wasted gimmick. Guess what? Cultists, prisoners, and zombies don't give two craps if you are "the law." You shoot them and move on. Well, you'll *try* to shoot them, because your trusty Lawgiver has become the wimpiest gun in FPS history. It's actually easier to kill things from a mile away—autoaim will give you a head shot and preserve your unpleasantly limited bullet reserve—because up close, your swappable bullets appear to have roughly the same stopping power as marshmallows. It's uneven and extremely unbalanced.

Conversely, boss fights are a cakewalk. One boss is literally extinguished simply by turning on water sprinklers. No, really. Judge Death, the most feared of all, throws *bear traps* at you. Not *evil* bear traps. Not *hellish*, *heinous*, or *vile* bear traps. We're talking *Bugs Bunny* bear traps. Throw in horrible framerates when Harryhausen-like skeletons rise up to stop you from fighting the end boss (who goes down like a ballerina), and it's game over. It's mercifully short but painfully boring.

Jason Babler

★★

Judge Dredd: Dredd vs. Death

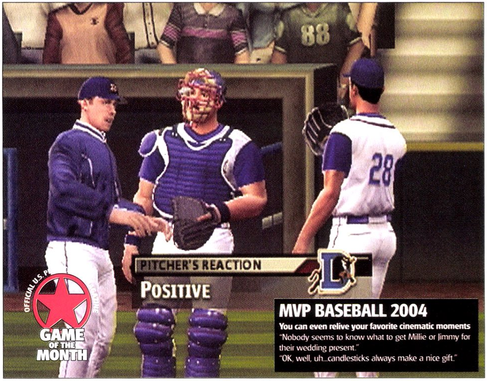
REMEMBER WHEN?
EA Sports has come a long way since *MLBPA Baseball* (1994, Genesis/Super NES), its first baseball game.

EA SPORTS
BASEBALL

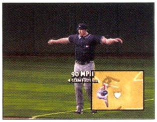
PLAY BALL!

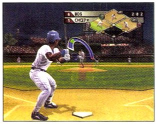
MVP BASEBALL 2004 · MLB 2005 · ESPN MAJOR LEAGUE BASEBALL · ALL-STAR BASEBALL 2005

An all-inclusive review of this year's baseball simulations



MVP BASEBALL 2004
You can even relive your favorite cinematic moments
"Nobody seems to know what to get Millie or Jimmy for their wedding present."
"OK, well, uh...candlesticks always make a nice gift."





With four simulation-focused baseball videogames now available (farewell, *High Heat*), no single PS2 sports genre faces more competition than America's pastime. Fortunately, they're all ready for the Show. But between EA's *MVP Baseball 2004*, Sega's *ESPN Major League Baseball*, Sony's *MLB 2005*, and Acclaim's *All-Star Baseball 2005*, which one is the superstar? And which are better off sitting on the bench?

PITCHING

Three of the games—*ESPN*, *MLB*, and *All-Star*—handle pitching in the same "choose a pitch, press X to throw it" way you've seen for years. It's effective and well executed...but kind of boring.

MVP, on the other hand, distinguishes itself by making pitching fun. Unlike other games, in which pitchers just become less accurate as they tire, *MVP*'s pitch meter makes it actually feel like it's *your* fault if you screw up. And don't be surprised if you see the occasional wild pitch or a pitch in the dirt that means you have to throw down to first on strike three. Impressive.

ADVANTAGE: *MVP Baseball 2004*

HITTING

All-Star features more hitting interfaces than any other game—but that doesn't make its hitting the best. In a one-player game, it works fine enough, but it's hard not to whiff in a two-player game. I struck out the side in nine pitches against Giancarlo while using Jose Vizcaino...a shortstop. And why can't I square to bunt while the pitcher is in his windup?

For that matter, in *MLB* (in which you actually *can* hit consistently), why can't I check my swing? Or tell if a ball will hit the dirt until it actually *bounces*?

Of the remaining two, *MVP* holds the slight edge because of one simple feature: When a pitcher screws up, a little yellow circle appears that indicates you shouldn't swing if the pitch is a ball. And you can really whap a mistake pitch, which is indicated by a white circle.

ADVANTAGE: *MVP Baseball 2004*

FIELDING

Despite the occasional glitch, *ESPN* rules the fielding department. Controls respond fantastically, and it's the only game that includes a very helpful speed boost.

MLB functions well enough, but weird A.I.—stuff like the ball being thrown to the only base no one is headed toward—occurs semifrequently. Meanwhile, it seems like you can never get a good jump on the ball in *MVP*, and using the right analog stick to dive usually just screws you over. Preloading your throws—sacrificing ball speed for accuracy and vice versa—somewhat makes up for any faults, though.

And *All-Star*'s new FielderCam? Absolutely useless. You never see any ball height, and routine hot grounders pass right on by. At least you can turn it off. Well, except when you can't (more on this later).

ADVANTAGE: *ESPN Major League Baseball*

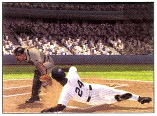
BASERUNNING

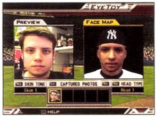
I miss the good ol' days when running the bases in games like *R.B.I. Baseball* was as simple as pressing the D-pad in the direction you wanted to go and pressing one button to go there, another to go back. *ESPN* comes close to this, but the other games feel the need to utilize as many buttons as possible. Especially in *MVP*, expect to lose close games due to poor baserunning controls (and not because you stink).

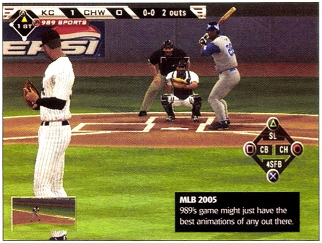
ADVANTAGE: *ESPN Major League Baseball*

ATMOSPHERE AND PRESENTATION

You'd think with such a diverse assortment of personalized taunts ("Hey, Andruw! It's spelled with an E!"), *ESPN* would easily offer the best atmosphere. Only thing is, there's absolutely no crowd involvement beyond a light roar. The fact that they aren't excited in key moments takes so much away—it almost







MLB 2005
989's game might just have the best animations of any out there.

FUN WITH EYETOY

Maybe you don't want to see yourself in *MLB 2005*. But have some fun with the EyeToy feature anyway, using a good action figure or photograph. Like these....

makes it boring.

The other three games do a much better job of making you feel like you're watching an actual broadcast. But nothing comes close to the slickness of *MVP*...which actually feels more like an ESPN broadcast than Sega's game. Little touches like appeals to first don't hurt.
ADVANTAGE: *MVP Baseball 2004*

FRANCHISE MODE

MVP impressively allows you to play 120 seasons in franchise mode, including full seasons for AA and AAA affiliates. Too bad you can't opt for anything less than a full 162-game season, though. Who has time for that? Yeah, you can sim any game you want, but don't you actually want to feel like it's *your fault* if you lose? On the other hand, if you actually *do* have the time, it's cool to play your minor-league games and actually feel attached to someone who gets called up or sent down. It's not just pure looking at stats.

ESPN and *All-Star* have everything you need, too (trades, drafts, etc.), but nothing meets the depth of *MLB*'s franchise mode. In Sony's game, you control everything from the games themselves to when your team should have a bobblehead night.
ADVANTAGE: *MLB 2005*

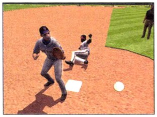
GIMMICKS AND EXTRAS

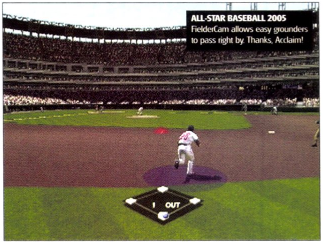
You could definitely say that each game can point out a unique feature to the competition and say, "Hey! Don't you wish you'd thought of *this*?!"

In *All-Star*'s case, it's the This Week in Baseball Challenge, a series of "what if?" situations in which you try to change the outcome of pivotal moments from the 2003 season—the "Cubs fan" incident included. How 'bout that? Unfortunately, the inability to turn off the damn FielderCam in this mode (and online, for that matter) makes tasks like scaling walls to catch a ball next to impossible. And then it takes a full minute for the challenge to load up again...just so you can quickly fail. Unlike the interesting, informative stadium tours also included in the game, it's a classic example of poor execution of a great idea.

Similarly, there's *ESPN*'s less-innovative Confidence meter. I had Roger Clemens pounding the Red Sox 11-1, yet his "confidence" was as low as it can get. Is this supposed to mean anything? And you can see it all through Roger's eyes in first-person baseball mode, which, though better than *ESPN NFL*'s first-person football mode, is still rather useless.

OAK
STL
0-1 2 OUT
Klaim





ALL-STAR BASEBALL 2005
FielderCam allows easy grounders to pass right by. Thanks, Acclaim!

MLB implements its gimmicky features much more effectively. You can actually use your EyeToy to make *you* a playable character. It takes a few tries, but after you've mapped your face onto a character model, you can use him in *MLB*'s returning career mode. Here, you guide your hot-shot-rookie alter ego through spring training and (hopefully) into the majors.

And I could do without *MVP*'s batter and pitcher showdown modes, but as mentioned earlier, the game does have *every* AA and AAA minor-league team there is—and with mostly accurate rosters. You can even pit them against MLB teams, online or off.
ADVANTAGE: *MLB 2005* and *MVP Baseball 2004* (tie)

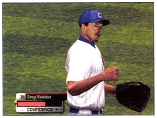
GRAPHICS

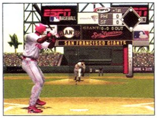
Nothing matches the look of *MVP*'s total package. However, the animations in *MLB* at least rival those of EA's game (even if its players lack only the cel shading needed to resemble full-fledged cartoon characters). Meanwhile, *ESPN* and *All-Star* both fail to disappoint in the looks department, but they aren't particularly special, either.
ADVANTAGE: *MVP Baseball 2004*

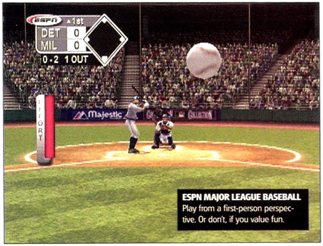
OVERALL

You'll have a good time with any of these baseball simulations. You'll just have the *best* time—hands down—with *MVP*. At this rate, by next year it could be the *Madden* of baseball games.
Chris Baker

You'll have a good time with any of these baseball simulations. You'll just have the *best* time—hands down—with *MVP Baseball 2004*.







ESPN MAJOR LEAGUE BASEBALL
Play from a first-person perspective. Or don't, if you value fun.

BARRY. WHERE'S BARRY?!

No MLBPA means no Bonds

Since he's no longer part of the MLB Players Association—and, as a result, it would cost each publisher megabucks to include him—Barry Bonds cannot be found in any baseball game this year. That hasn't stopped most titles from including a substitute hitter of comparable dominance in the Giants' cleanup spot, though. But just how similar are these fake players? (Note: *MLB 2005* takes the easy way out by just plopping the ever-so comparable Jeffrey Hammonds into left field.)

	Barry Bonds	Wes Mailman	Joe Young	Jon Dowd
Associated With...	Real Life	All-Star Baseball 2005	ESPN MLB	MVP Baseball 2004
Number	25	7	34	51
Age	39 (July 24)	34	44	31 (July 6)
Race	African-American	Caucasian	Um...Asian?	Caucasian
Height	6'2"	6'2"	5'7"	6'2"
Weight	228	228	250	225
Bats	Left	Left	Switch	Right
Throws	Left	Left	Right	Right
Position	LF	LF	LF	LF
Years in MLB	18	17	Unknown	Rookie

REVIEW HAIKUS

All four games in 68 syllables

The question was asked: "Why write review haikus of the four baseball games right here?" It was quickly answered with an irrefutable "why not?" Be sure to relay your thoughts on this year's baseball games (in the style of Japanese poetry or not) to opm@ziffdavis.com.

ALL-STAR BASEBALL 2005

Publisher: Acclaim
Developer: Acclaim Austin
MSRP: $39.99 **ESRB:** Everyone

This granddaddy of
all PS2 baseball sims
needs a big face-lift.

★★½

ESPN MAJOR LEAGUE BASEBALL

Publisher: Sega/ESPN Videogames
Developer: Blue Shift/Visual Concepts
MSRP: $39.99 **ESRB:** Everyone

I like the fielding.
It's the best for baserunning.
But where's the crowd noise?

★★★½

MLB 2005

Publisher: Sony CEA
Developer: 989 Sports
MSRP: $39.99 **ESRB:** Everyone

The graphics need work,
but no other game lets you
really play as *you*.

★★★½

MVP BASEBALL 2004

Publisher: EA Sports
Developer: EA Canada
MSRP: $49.99 **ESRB:** Everyone

The obvious choice
for baseball enthusiasts
for this new season.

★★★★½

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